Overview

Hello!

This document will aid in locating save files, properly encrypting / decrypting them, and how to convert these saves to different Legacy Console versions.

To locate guides specific to each console, consult the “Document tabs” found to the left of this page, or use the links below.

Console Guides:

1. Vita
2. PS3 (RPCS3)
3. PS4
4. Cemu (WiiU Emu)
5. Nintendo Switch

Authors:

1. Alexis (“soundreaction” on discord)
2. jerrinth (“jerrinth” on discord)

Vita

Current Guides

1. Decrypt / Encrypt

Vita Save Decrypt

GAMEDATA and THUMBDATA Decryption/Encryption

General

Written by: Alexis

Minecraft Playstation Vita Edition uses two files for its worlds which are stored inside a folder
(Ex: PCSE00491-241005063840), a GAMEDATA.BIN and a THUMBDATA.BIN. GAMEDATA is the actual world file that stores the world itself and other information. The THUMBDATA stores world permissions, settings, the world preview image in the World Selection menu, display name and seed, etc. These two files are signed to your Playstation Vita via your PSN account. Saves on the Vita are encrypted, so in order to actually extract them to be usable, you would need to decrypt them.

Apollo Save Tool

Apollo Save Tool is an application for many Playstation consoles that serves as a save manager. With the Vita version, users can import and decrypt their saves, which will be found inside ux0/data/apollo/GAMEID. (May vary depending on mounted storage.)

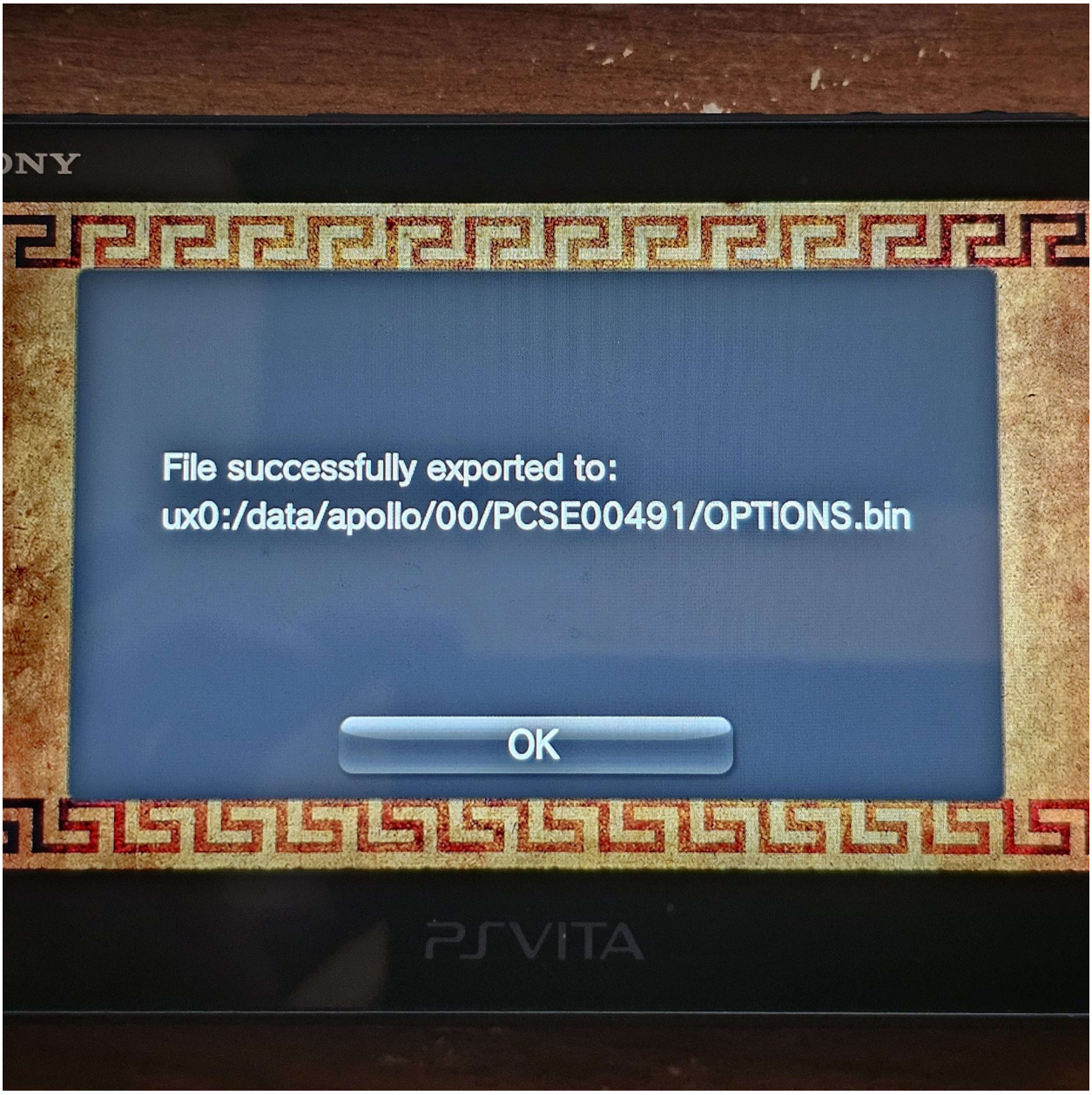
For more information about how Apollo works on Vita, **refer to the GitHub page.**

How to Decrypt Saves?

Here is a step by step on how to decrypt the saves for Vita Edition. We'll be overwriting a decrypted GAMEDATA.BIN and THUMBDATA.BIN with our own world since they are not region based. Then we'll import the overwritten saves back to the original encrypted world and resign.

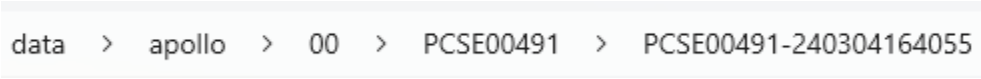
- Launch Minecraft and create a dummy save. Tutorial Worlds are best to use for this.
- **Download Vitashell**
- **Install** and open Apollo Save Tool
- Select “INT SAVES”
- Scroll until you find your Minecraft Serial ID
  JP- PCSG00302
  US- PCSE00491
  EU- PCSB00560
- Select the folder and proceed to “Export Decrypted Save Files”
- Choose the two GAMEDATA and THUMBDATA you want to use.
  (If you are unsure what world you’ll be overwriting, select “View Save Details” and look at the Title name for the world save. Subtitle will be the world’s name.)
- After selecting them, you should see a pop up showing that the file has been successfully exported to a specific directory. **(OPTIONS.BIN is used as an example)**
  (If for any reason Apollo fails to export, create a folder called “apollo” inside the “data” folder

inside ux0.)



- Now open up Vitashell and open this directory.
- Since you'll very likely have a console save converted to Vita, connect your PC to your Vita via USB or FTP with Vitashell.

The directory should look like this upon navigating:



- Grab the GAMEDATA and THUMBDATA and replace the ones inside the folders.
- Now proceed back to Apollo and select “Import Decrypted Save Files” and you should see the decrypted files from your world.
- Select the two files and they should be successfully imported to ***“ux0/user/00/savedata/GAMEID/GAMEDATA.BIN/THUMBDATA.BIN)”***
  If Apollo fails to find the decrypted save, decrypt the save once more and try again.
- The directory is your savedata for the Vita. Now simply select “Apply Changes and Resign”

- You should see this pop up once you select it:

- Now close Apollo Save Tool and launch Minecraft. If done correctly, the world you overwritten should be your new world!

Minigame .MCS Files as Playable Worlds

Tutorial Worlds, Mashup Worlds, and Minigame Maps are labeled with a .MCS file extension, which is used by the GameRules File (GRF) to load said world. Since these files are just regular worlds saved in the Edition's save format, here's how to make them playable!

Locate the DLC Folder for the game. They should be stored inside the "Patch" subfolder inside ux0. Here's what to do:

- Look for your game's serial and press Select, then Triangle to open the folder as "Decrypted". This will allow you to grab the .MCS file decrypted.
- Locate a minigame folder "Map Packs" and open the "Data" subfolder.
- Grab the .MCS and store it somewhere in the Vita.
- Transfer to PC with USB or FTP.
- Rename the .MCS as "GAMEDATA.bin" since the file is a simple world file.
- Follow the same steps in this guide and replace the dummy save's GAMEDATA.bin.
- If done correctly, you should load into the world with no issues whatsoever. Make sure to save to write a new THUMBDATA.bin for the world!

Hope you find this useful.

PS3 (RPCS3)

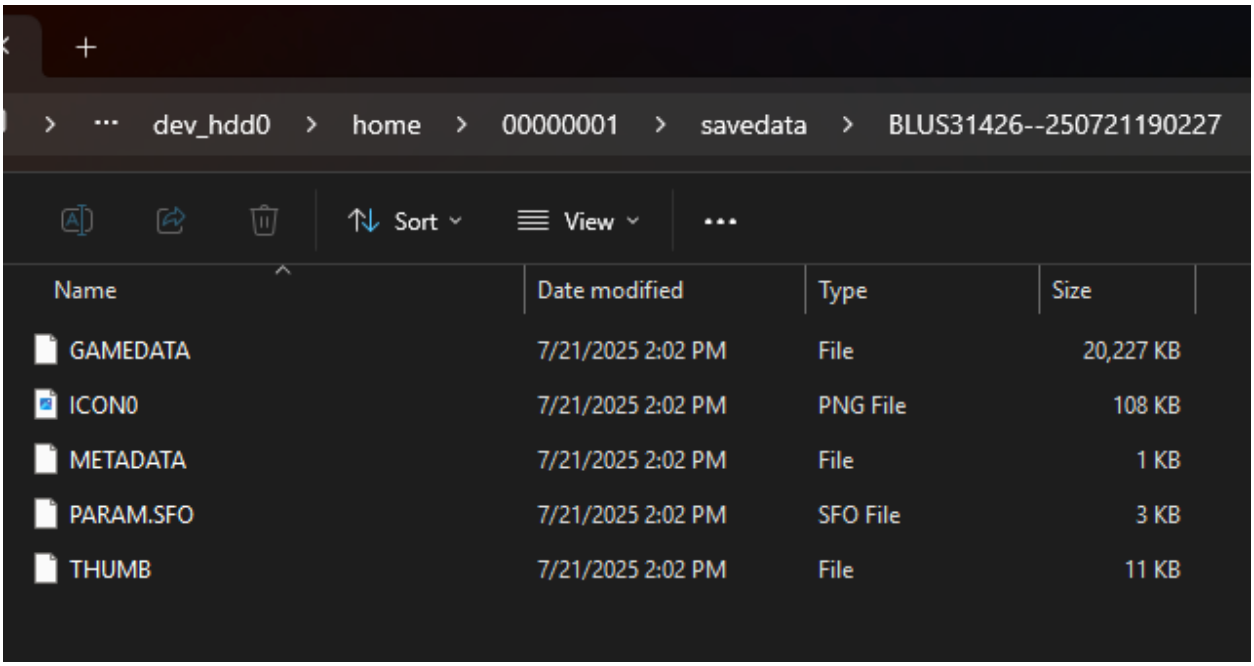
Current Guides

1. Decrypt saves with Apollo
2. Encrypt saves for PS3

Decrypt saves with Apollo

For the PlayStation 3 Edition of Minecraft, all saves are split into 3 files that make up a world. Those being:

- GAMEDATA (World File)
- METADATA (Additional Data for the world)
- THUMB (World icon)


dev_hdd0 > home > 00000001 > savedata > BLUS31426--250721190227
Sort
View
Name
Date modified
Type
Size
GAMEDATA 7/21/2025 2:02 PM File 20,227 KB
ICON0 7/21/2025 2:02 PM PNG File 108 KB
METADATA 7/21/2025 2:02 PM File 1 KB
PARAM.SFO 7/21/2025 2:02 PM SFO File 3 KB
THUMB 7/21/2025 2:02 PM File 11 KB

The PARAM.PFD is a file that is created by the PS3 to prevent saves from being tampered with. Usually saves that contain this file are encrypted and can only be used on the PS3.

In order to use your saves for the tool in the meantime, and for general use on RPCS3, you need to decrypt the saves. Follow this guide on how to decrypt your saves using Apollo Save Tool. You can also use this to resign your saves for use on your PS3!

(NOTE: Keep in mind that Minecraft saves on PS3 are specific to the game's serial, which means a NPUB save cannot be used on a BLUS copy of the game unless you choose to convert the save to be used for BLUS.)

Encrypt saves for PS3

Here is a guide on how to encrypt your decrypted saves back with Apollo save tool (The converter will create an already decrypted save for you.)

If your PS3 can run homebrew (CFW or HEN), then you can use Apollo Save Tool for importing that unencrypted data file. You need to have a valid save-game created by the game on the PS3, then you can:

- copy the unencrypted data file to `/dev_hdd0/tmp/apollo/TITLE_ID` , (for example `/dev_hdd0/tmp/apollo/BLUS12345/`)
- open Apollo
- select "HDD saves"
- open the save-game for your game
- select "import decrypted game file"
- from the list, select the file you copied
- finally, click "Apply changes & resign"

if nothing failed, Apollo should have imported the data file, encrypted it, and resigned the original save-game with the new data.

PS4

Current Guides

1. PS4 Decryption
2. Convert To PS4

PS4 Save Decrypt

Savefile Decryption

General

Written by: jerrinth

Minecraft Playstation 4 Edition uses MANY files and folders for its worlds.
As of now, LegacyEditor can only convert PS4 saves to other consoles, not the other way around.

How to Decrypt Saves?

To decrypt saves, you must:

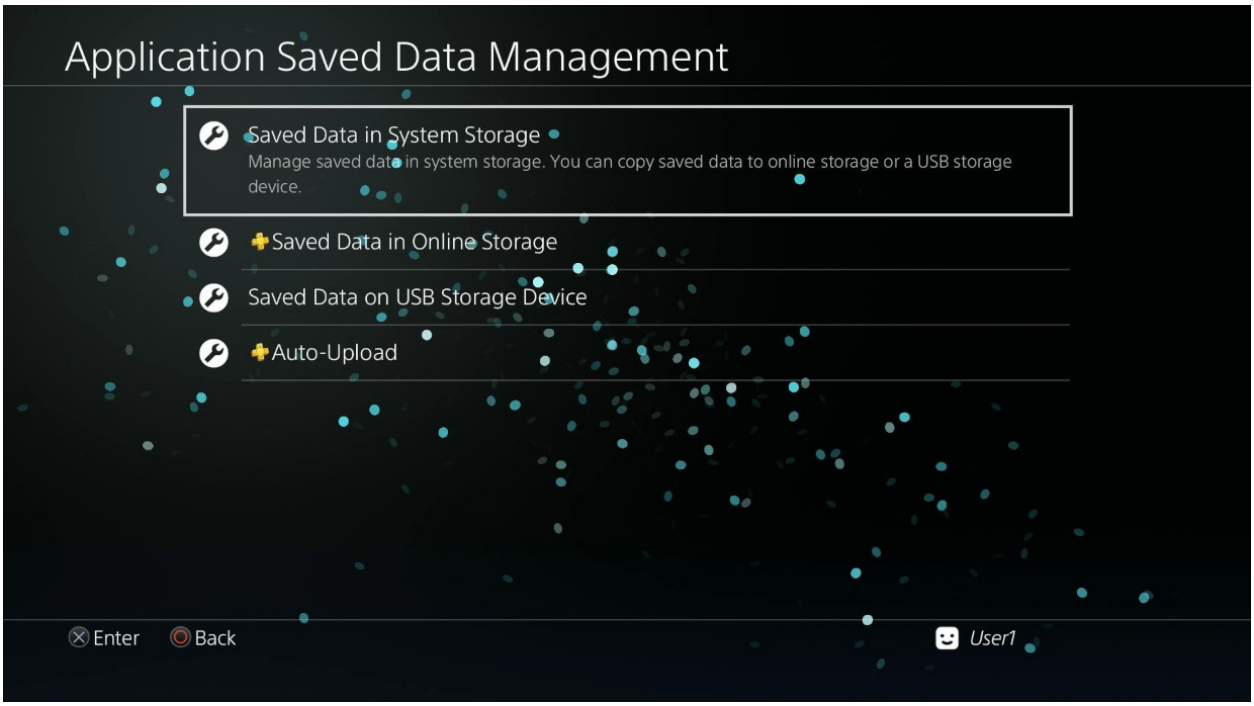
1. Have a USB
2. Have a Computer
3. Have a Google Drive Account
4. Have a Discord Account

Overhead View:

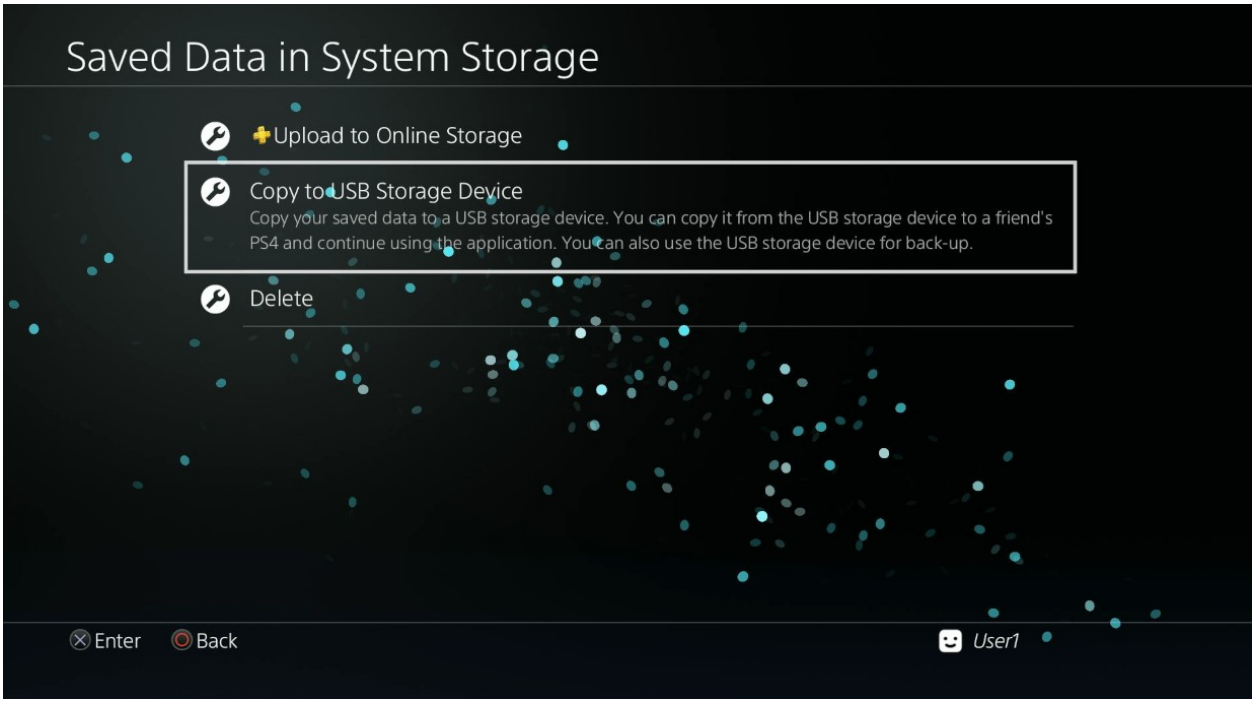
1. Get saves off ps4 onto a USB
2. Upload those saves to Google Drive
3. Join a discord server, share that link to a bot
4. Download the files it returns
5. Done!

Step 1:
Begin by going to your settings on PS4, and clicking “Application Saved Data Management”

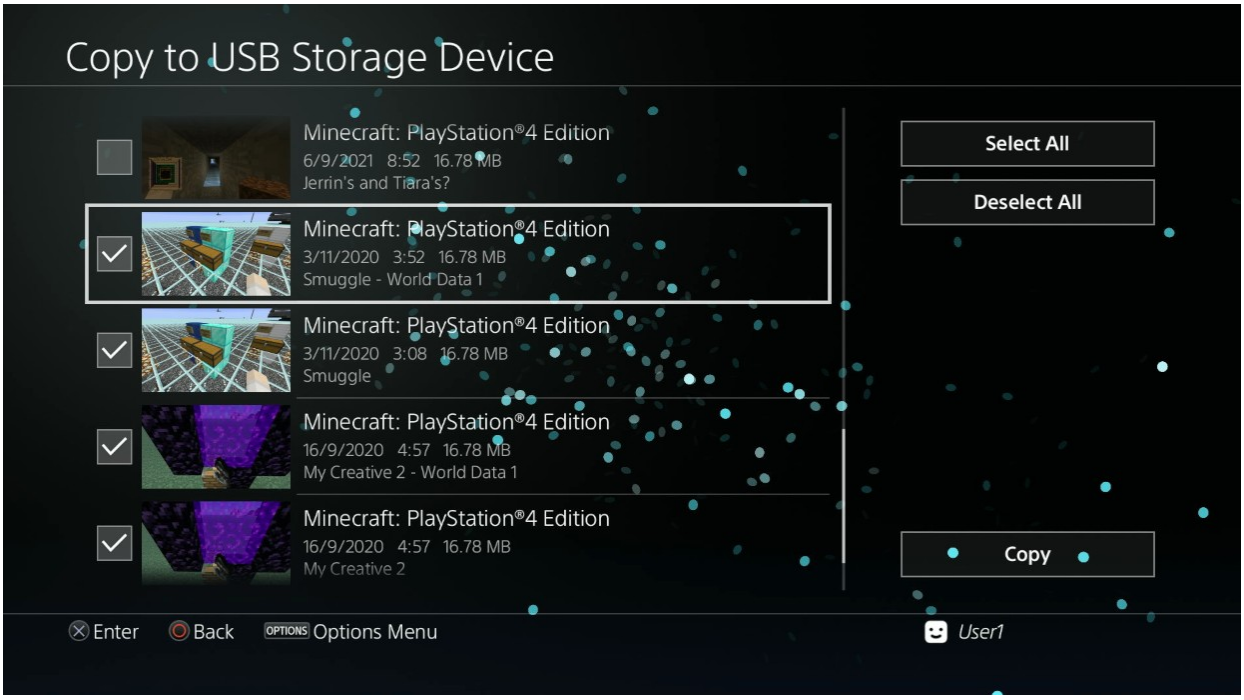
Step 2:
Click “Saved Data in System Storage”


Application Saved Data Management
Saved Data in System Storage
Manage saved data in system storage. You can copy saved data to online storage or a USB storage device.
Saved Data in Online Storage
Saved Data on USB Storage Device
Auto-Upload
Enter
Back
User1

Step 3:
Click “Copy to USB Storage Device”

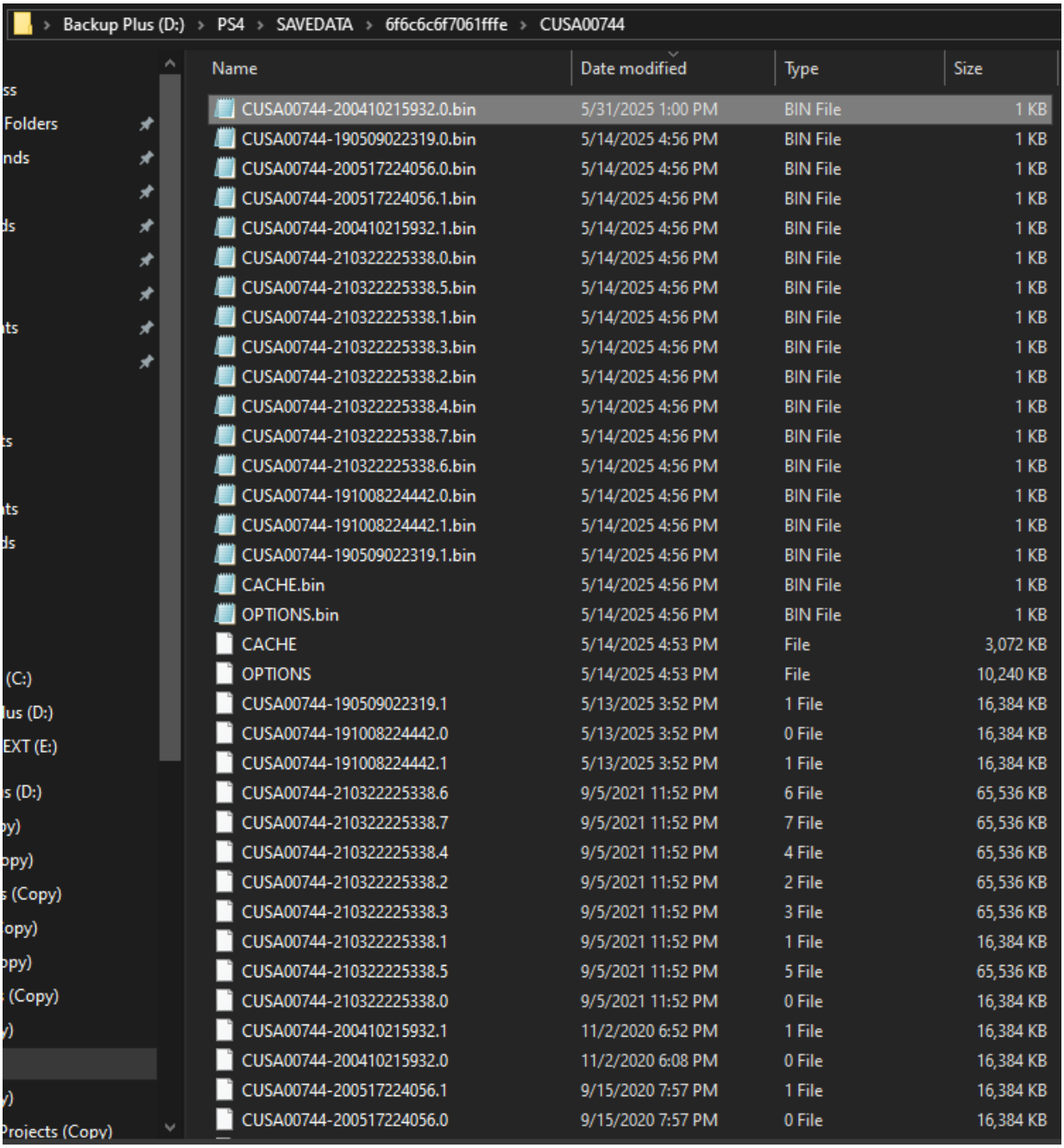

Saved Data in System Storage
Upload to Online Storage
Copy to USB Storage Device
Copy your saved data to a USB storage device. You can copy it from the USB storage device to a friend's PS4 and continue using the application. You can also use the USB storage device for back-up.
Delete
Enter
Back
User1

Step 4:
PS4 worlds can be large, and are almost always split into multiple save files. Separate world save
files are almost always located next to each other. Select all files that have the same icon and world name.
Minecraft PS4 save files have the game name “Minecraft Playstation®4 Edition”, so make sure to SKIP
Minecraft bedrock edition saves (that will have the plain name of “Minecraft”)
After locating all your world saves, click copy, and let it finish copying to the USB.



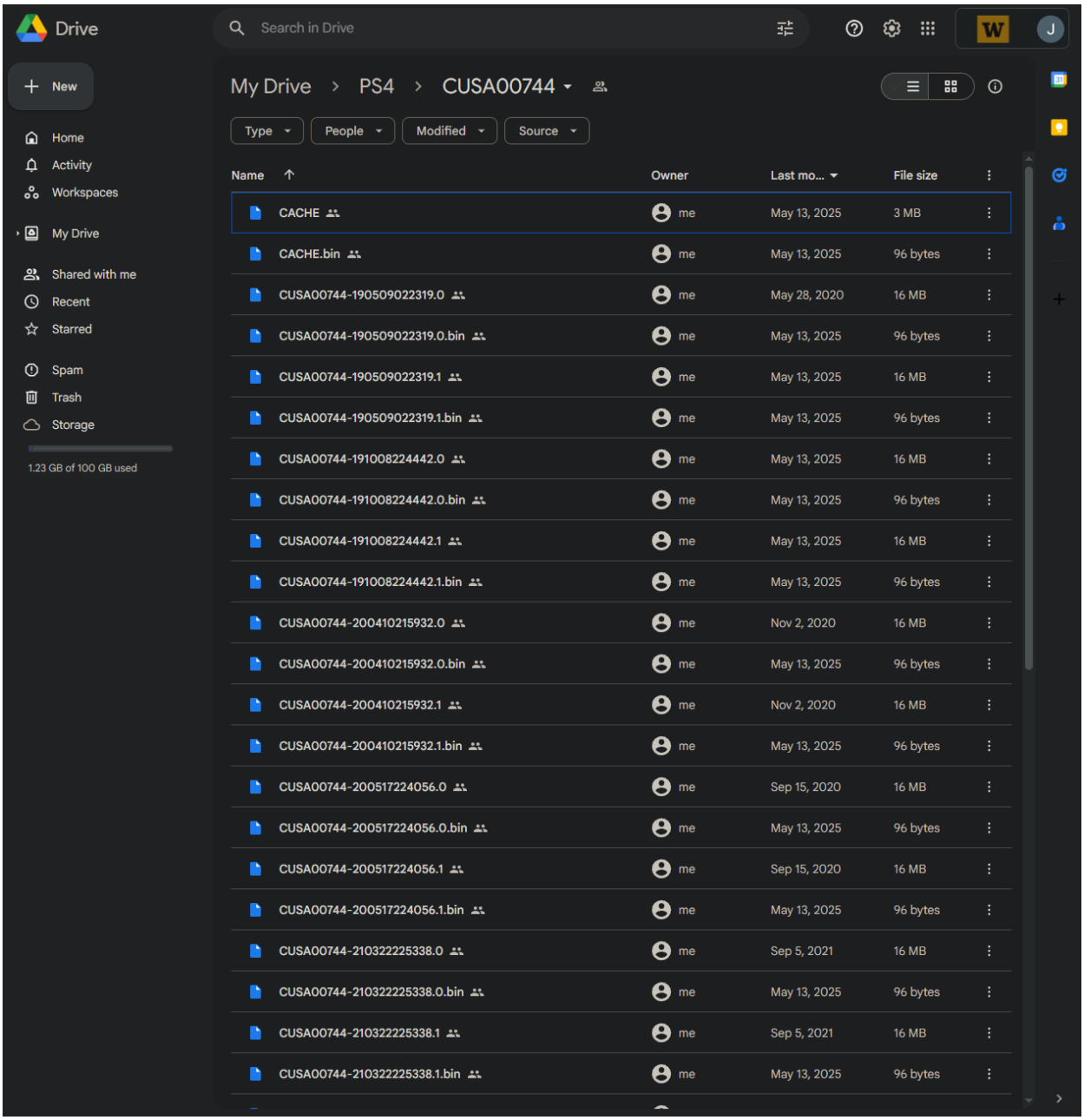
Step 5:
Unplug your USB from your PS4, and put it into a computer.
The save files should be located in a folder similar to this
(usb_root)/PS4/SAVEDATA/(account_id)/CUSA(region)/
Make note of the correct region (in my case, CUSA00744 for USA)

For Europe and Japan, this folder name will be different.



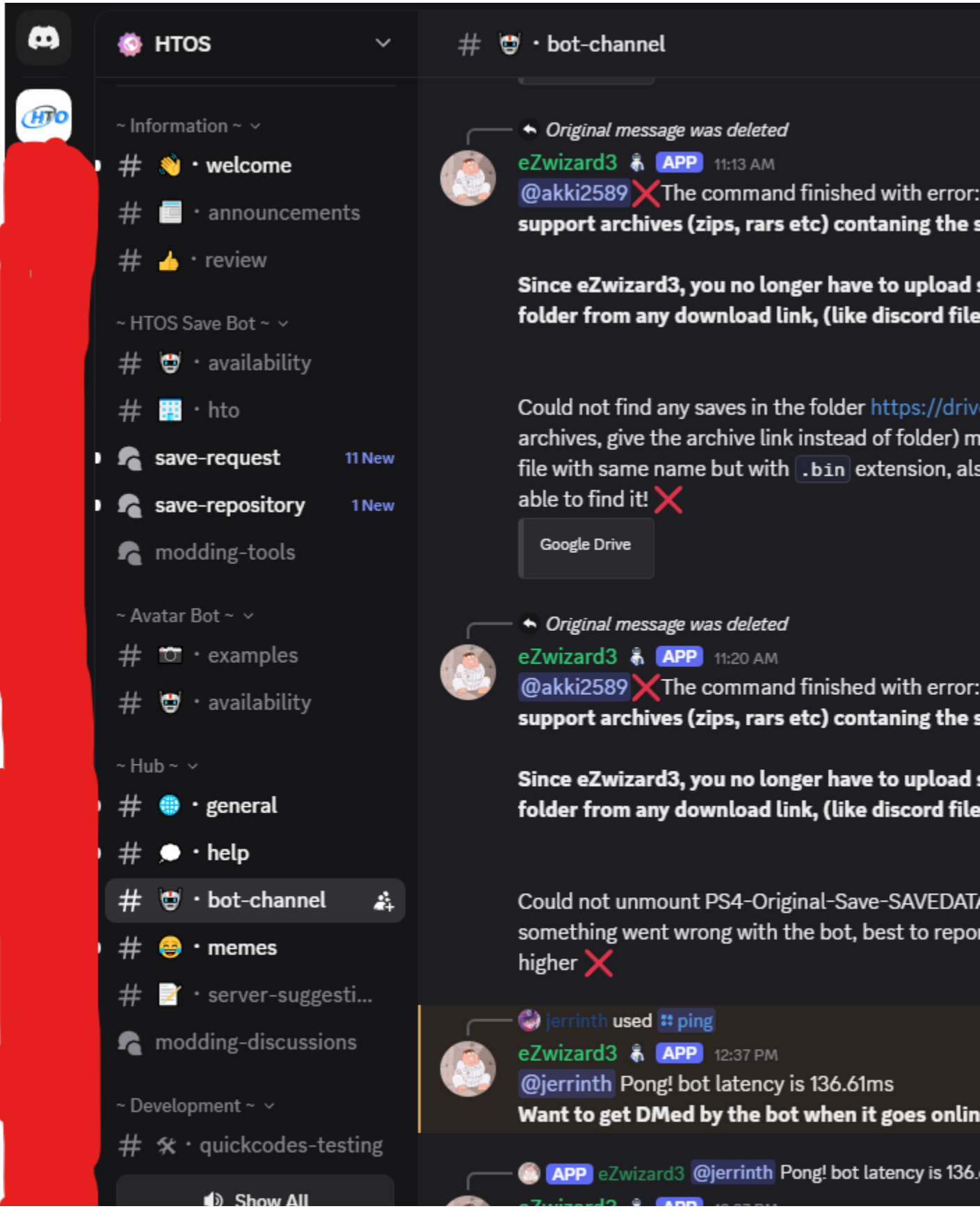
Step 6:
Now go to Google Drive, and make a folder named “PS4”, and inside it make a

folder named “CUSA(region number)” like I have done in the next image. Make sure its named the same as the folder
From the USB. After making those two folders, upload the contents of the previous image in the “CUSA”
Google Drive folder. The discord bot we will be using later only supports up to 99 saves at a time,
So if you have a LOT of worlds, do this in separate batches (separate PS4 folders named differently, but keep the CUSA folder in each the same)

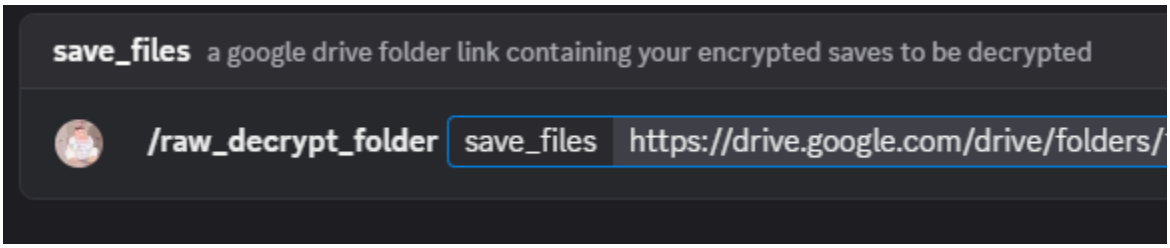


Step 7:
After having the Google Drive set up, join this server:

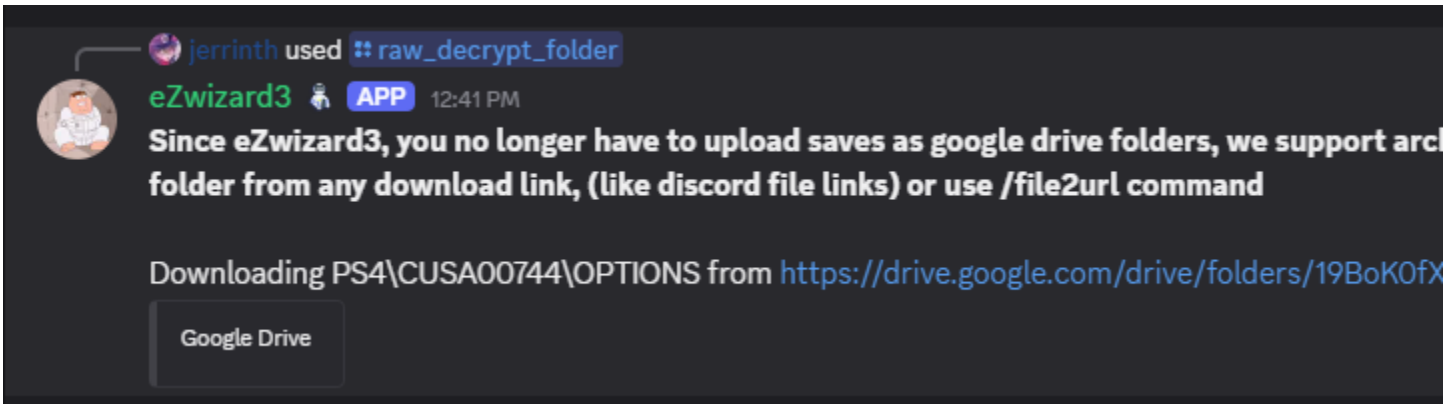
https://discord.gg/BkJg6Z5XNR (search “HTOS PS4 discord” if the link ever breaks)
And go to “#bot-channel”


HTOS
~ Information ~
welcome
announcements
review
~ HTOS Save Bot ~
availability
hto
save-request
11 New
save-repository
1 New
modding-tools
~ Avatar Bot ~
examples
availability
~ Hub ~
general
help
bot-channel
memes
server-suggesti...
modding-discussions
~ Development ~
quickcodes-testing
Show All
bot-channel
Original message was deleted
eZwizard3 APP 11:13 AM
@akki2589 The command finished with error:
support archives (zips, rars etc) contaning the s
Since eZwizard3, you no longer have to upload
folder from any download link, (like discord file
Could not find any saves in the folder https://driv
archives, give the archive link instead of folder) m
file with same name but with .bin extension, als
able to find it!
Google Drive
Original message was deleted
eZwizard3 APP 11:20 AM
@akki2589 The command finished with error:
support archives (zips, rars etc) contaning the s
Since eZwizard3, you no longer have to upload
folder from any download link, (like discord file
Could not unmount PS4-Original-Save-SAVEDATA
something went wrong with the bot, best to repo
higher
jerrinth used ping
eZwizard3 APP 12:37 PM
@jerrinth Pong! bot latency is 136.61ms
Want to get DMed by the bot when it goes onlin
APP eZwizard3 @jerrinth Pong! bot latency is 136.

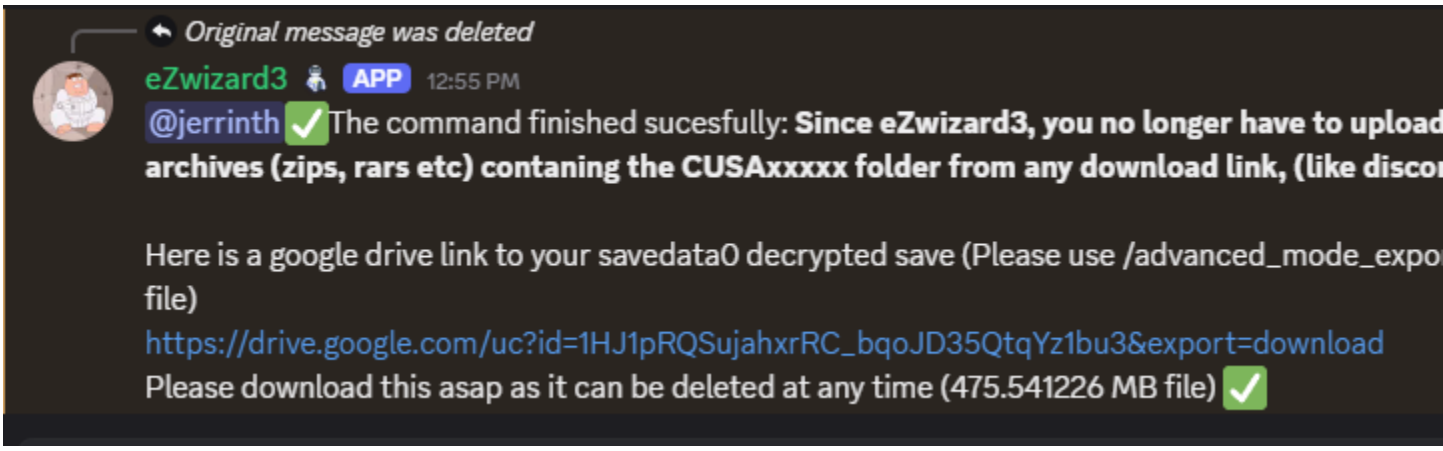
Step 8:
Do this command, and paste in the Google Drive link you created earlier.


save_files a google drive folder link containing your encrypted saves to be decrypted
/raw_decrypt_folder
save_files
https://drive.google.com/drive/folders/

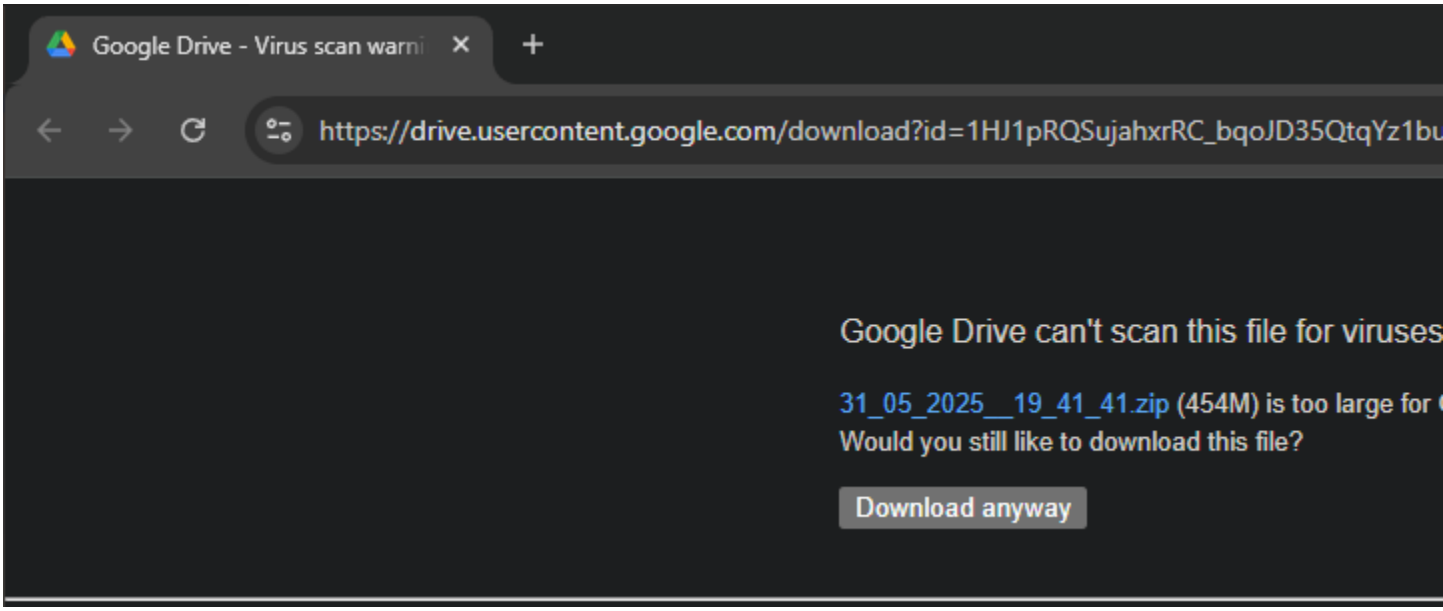
If it complains it cannot find the save files from Google Drive, repeat step 6.
It will start to do its thing, it WILL take a while (10min in my case).


jerrinth used raw_decrypt_folder
eZwizard3 APP 12:41 PM
Since eZwizard3, you no longer have to upload saves as google drive folders, we support arch
folder from any download link, (like discord file links) or use /file2url command
Downloading PS4\CUSA00744\OPTIONS from https://drive.google.com/drive/folders/19BoK0fX
Google Drive

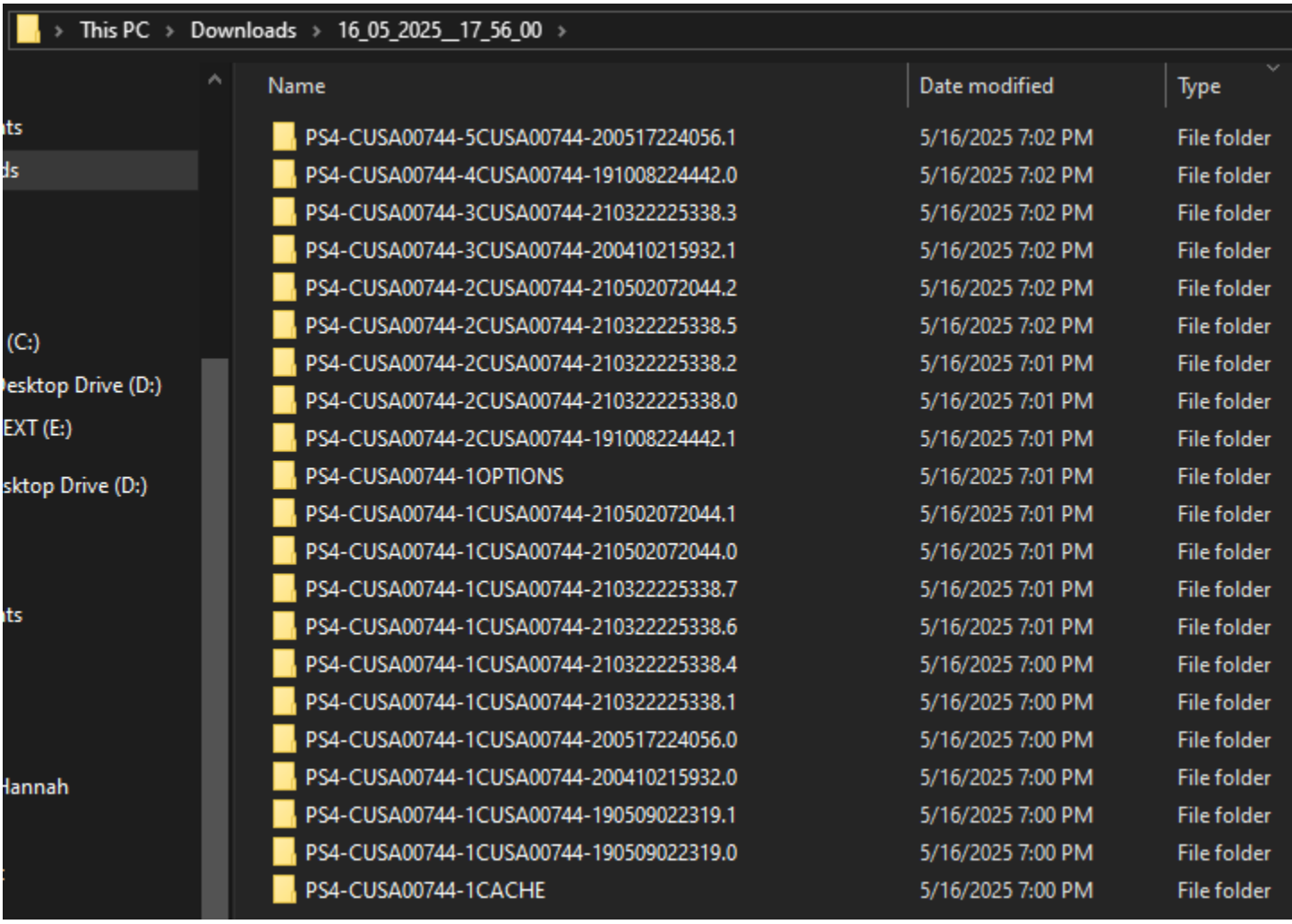
It will be done when its message looks like this:


Original message was deleted
eZwizard3 APP 12:55 PM
@jerrinth The command finished sucesfully: Since eZwizard3, you no longer have to upload
archives (zips, rars etc) contaning the CUSAxxxxx folder from any download link, (like disco
Here is a google drive link to your savedata0 decrypted save (Please use /advanced_mode_expo
file)
https://drive.google.com/uc?id=1HJ1pRQSujahxrRC_bqoJD35QtqYz1bu3&export=download
Please download this asap as it can be deleted at any time (475.541226 MB file)

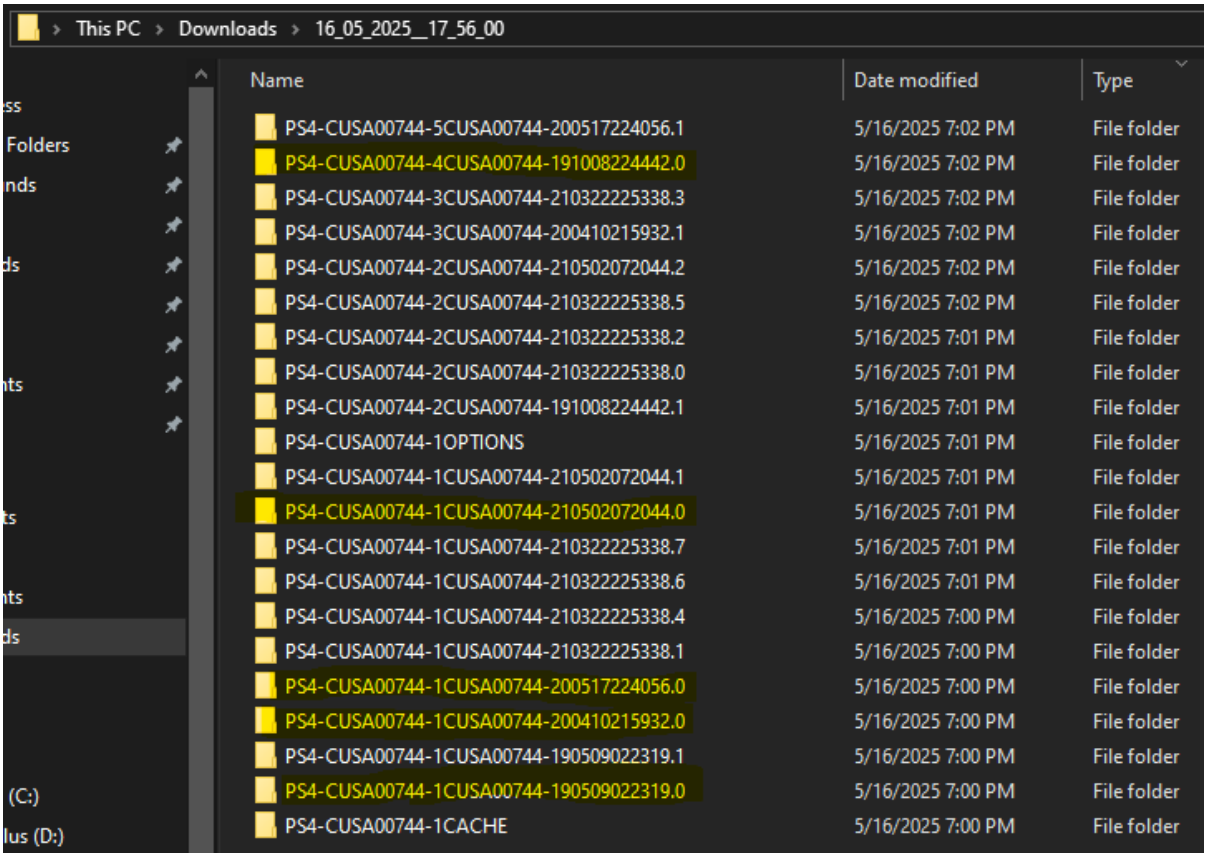
Step 9:
Click the link the bot provides, and download the folder (“Download anyway”, it’s safe)


Google Drive - Virus scan warni
https://drive.usercontent.google.com/download?id=1HJ1pRQSujahxrRC_bqoJD35QtqYz1bu
Google Drive can't scan this file for viruses
31_05_2025__19_41_41.zip (454M) is too large for
Would you still like to download this file?
Download anyway

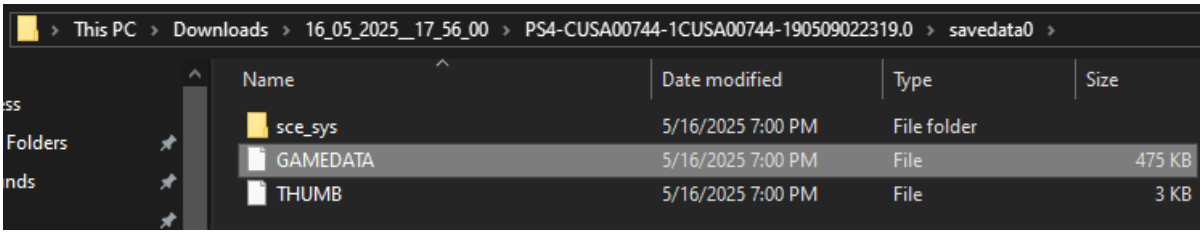
Step 10:
When it is finished downloading, go to your PC's "Download" folder, and there you will find a .zip file.
Its name will be the same as the blue text in the image from step 9.
Unzip the folder, and its contents should look like this:



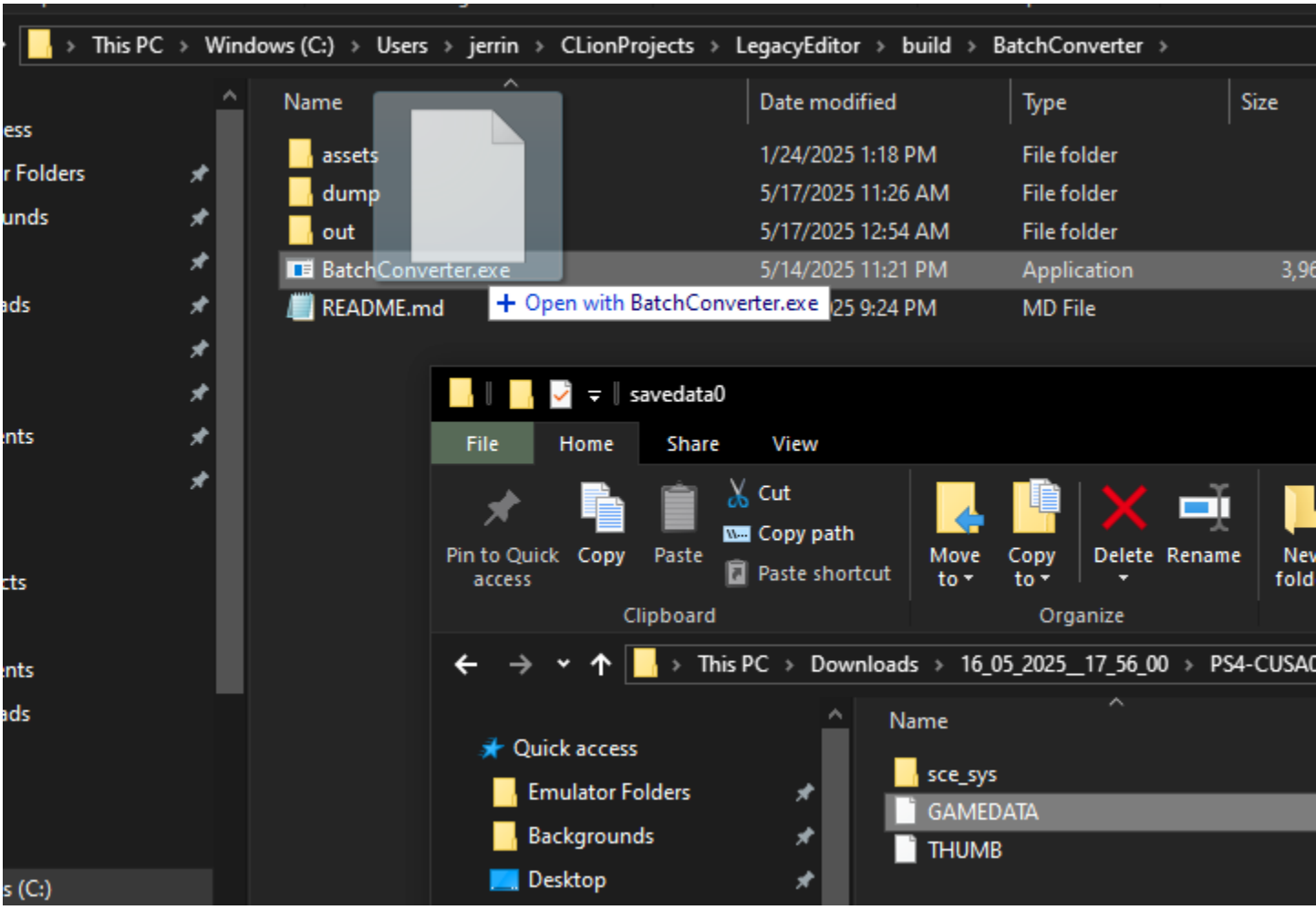
Step 11:
To use these saves with LegacyEditor, you must first locate the “Base” saves.
find the folders suffixed with “.0”, they are the ‘entrypoint’ of each save file.



For each of those ".0"-suffixed folders, you will find a GAMEDATA file. If you give this file to
BatchConverter, you can convert the save to other consoles!


This PC › Downloads › 16_05_2025__17_56_00 › PS4-CUSA00744-1CUSA00744-190509022319.0 › savedata0 ›
Name
Date modified
Type
Size
sce_sys 5/16/2025 7:00 PM File folder
GAMEDATA 5/16/2025 7:00 PM File 475 KB
THUMB 5/16/2025 7:00 PM File 3 KB
Folders

This is how you would initiate converting a PS4 world to another console,
Dragging the main "GAMEDATA" onto the executable.


This PC › Windows (C:) › Users › jerrin › CLionProjects › LegacyEditor › build › BatchConverter ›
Name
Date modified
Type
Size
assets
1/24/2025 1:18 PM
File folder
dump
5/17/2025 11:26 AM
File folder
out
5/17/2025 12:54 AM
File folder
BatchConverter.exe
5/14/2025 11:21 PM
Application
README.md
MD File
Open with BatchConverter.exe
savedata0
File
Home
Share
View
Pin to Quick access
Copy
Paste
Cut
Copy path
Paste shortcut
Clipboard
Move to
Copy to
Delete
Rename
Organize
This PC › Downloads › 16_05_2025__17_56_00 › PS4-CUSA
Quick access
Emulator Folders
Backgrounds
Desktop
Name
sce_sys
GAMEDATA
THUMB

Convert To PS4

Savefile Creation

Written by: jerrinth

THIS GUIDE (SECTIONS PERTAINING TO THE ENCRYPTION PART) ARE NOT KNOWN TO BE FULLY ACCURATE UNTIL FURTHER NOTICE (USA works, MIGHT not work for EUROPE)

How to Create Saves?

To decrypt saves, you must:

1. Have a USB
2. Have a Computer
3. Have a Google Drive Account
4. Have a Discord Account

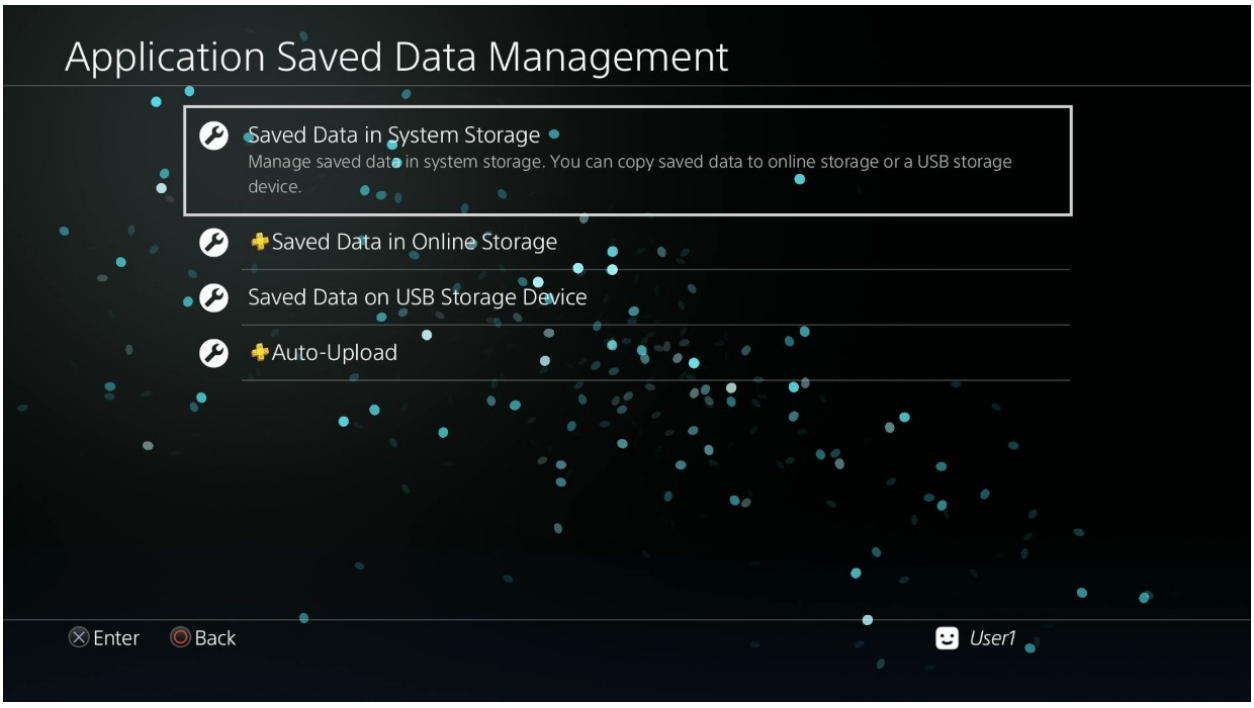
Overview

1. Get a save off of your PS4 (same console + account)
2. Decrypt it with a discord bot
3. supply my converter with
    a. The save file they want to convert
    b. The param.sfo from an existing save file
4. my converter creates the PS4 save
5. Supply the discord bot with the new saves
6. copy it back to your PS4

STEP 1: Obtaining a PARAM.SFO from an existing save

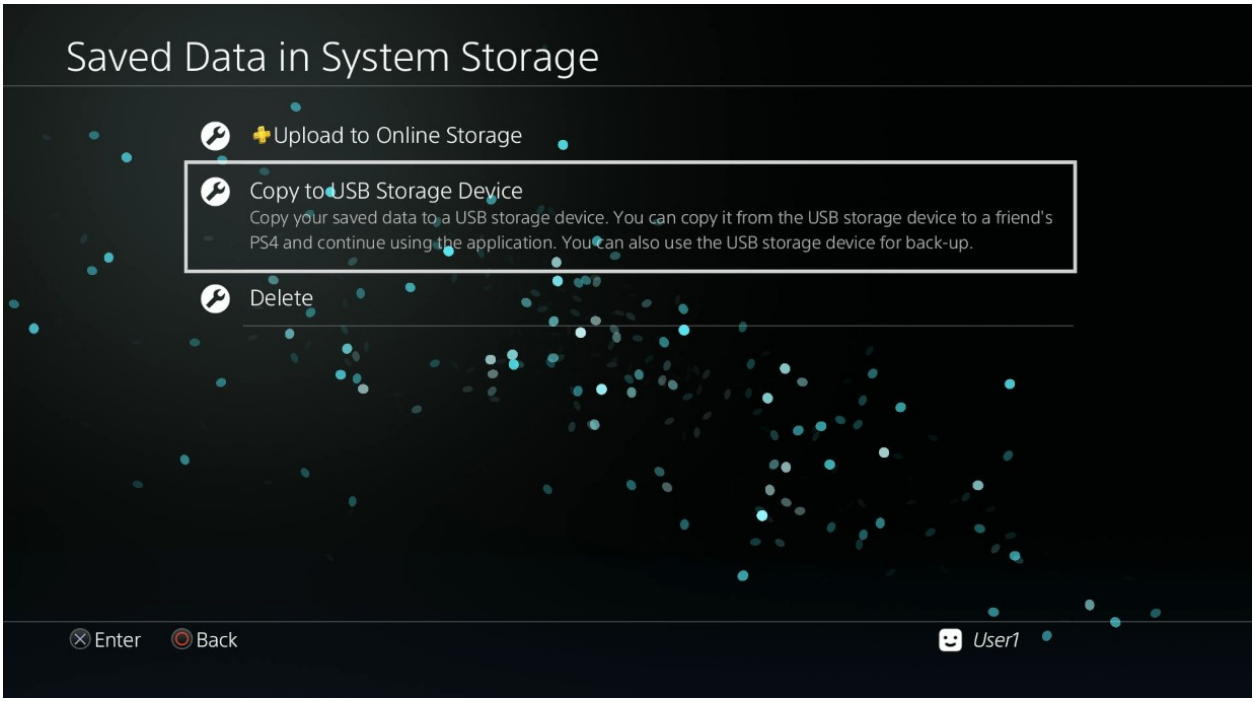
Step 1:
Begin by going to your settings on PS4, and clicking “Application Saved Data Management”

Step 2:
Click “Saved Data in System Storage”

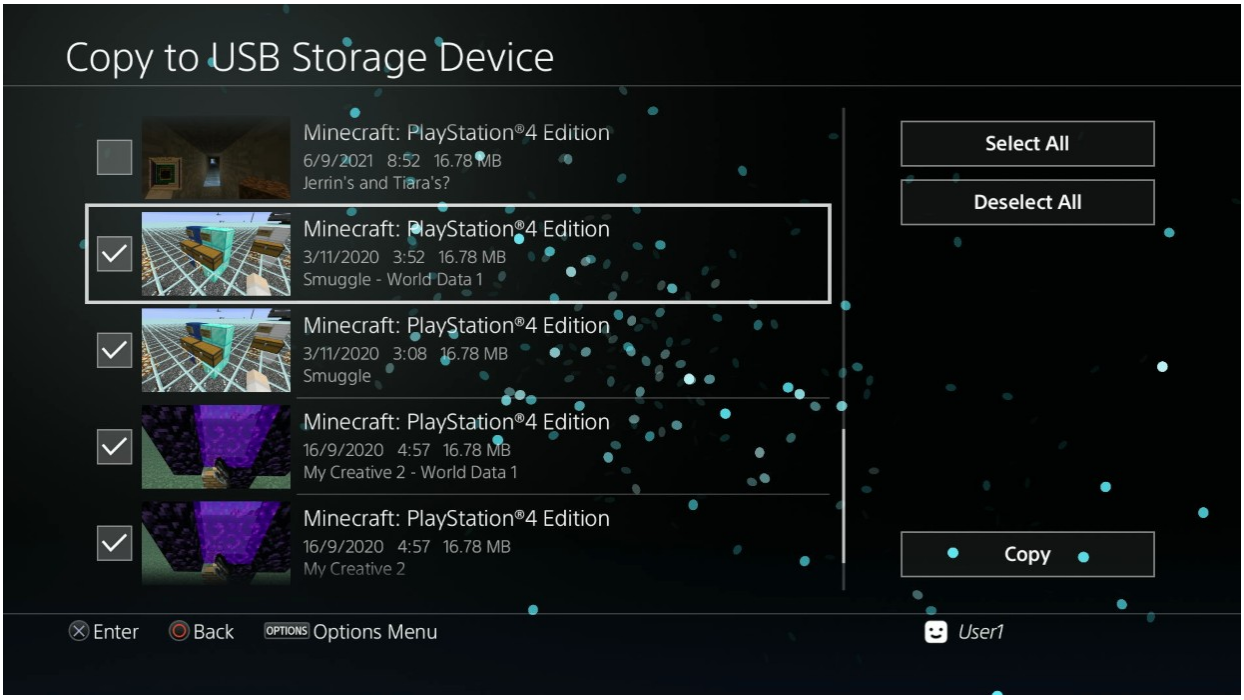

Application Saved Data Management
Saved Data in System Storage
Manage saved data in system storage. You can copy saved data to online storage or a USB storage device.
Saved Data in Online Storage
Saved Data on USB Storage Device
Auto-Upload
Enter
Back
User1

Step 3:

Click “Copy to USB Storage Device”

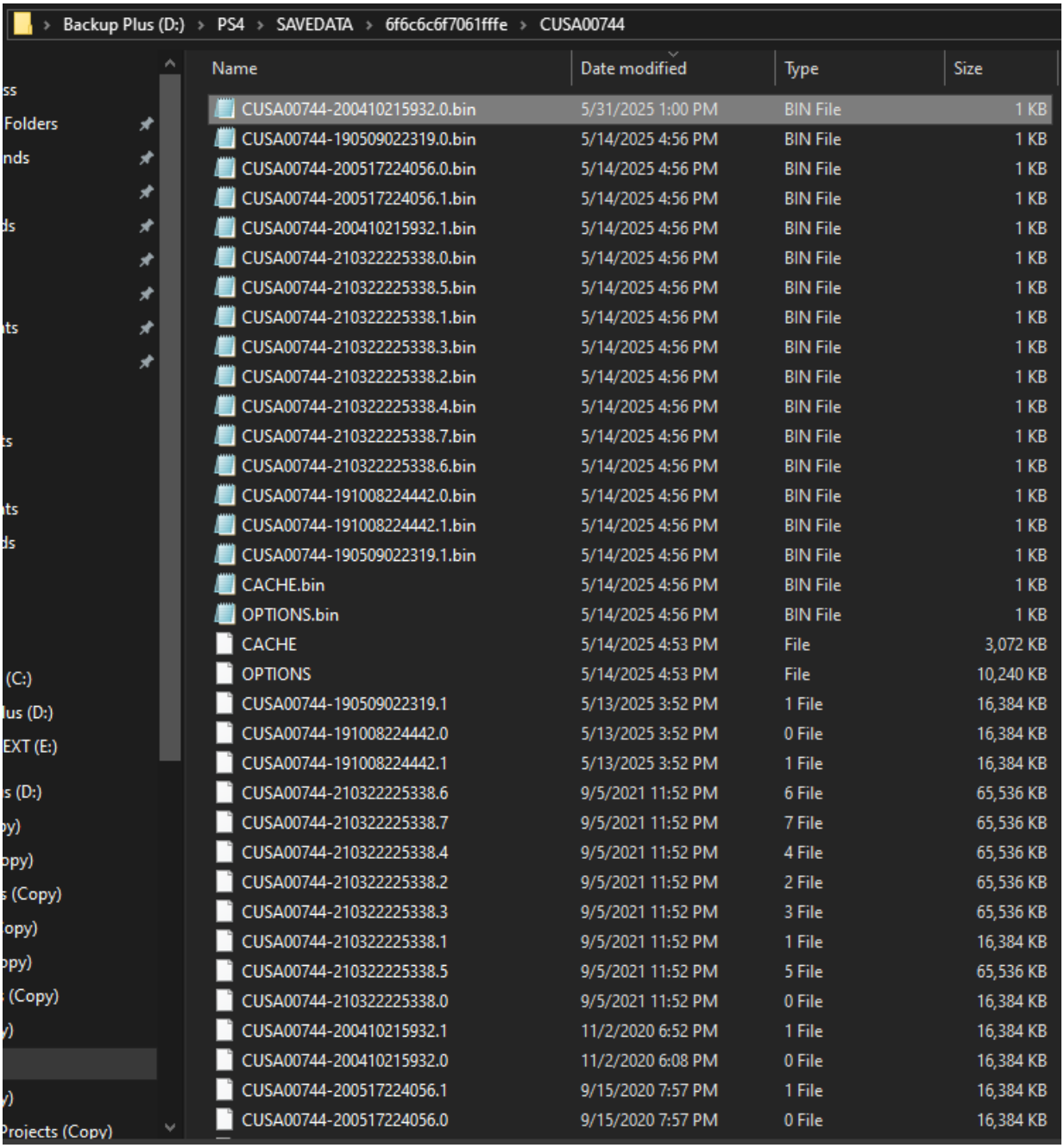

Saved Data in System Storage
Upload to Online Storage
Copy to USB Storage Device
Copy your saved data to a USB storage device. You can copy it from the USB storage device to a friend's PS4 and continue using the application. You can also use the USB storage device for back-up.
Delete
Enter
Back
User1

Step 4:
PS4 worlds can be large, and are almost always split into multiple save files. Separate world save
files are almost always located next to each other. Select all files that have the same icon and world name.
Minecraft PS4 save files have the game name “Minecraft Playstation®4 Edition”, so make sure to SKIP
Minecraft bedrock edition saves (that will have the plain name of “Minecraft”)
After locating all your world saves, click copy, and let it finish copying to the USB.



Step 5:
Unplug your USB from your PS4, and put it into a computer.
The save files should be located in a folder similar to this
(usb_root)/PS4/SAVEDATA/(account_id)/CUSA(region)/
Make note of the correct region (in my case, CUSA00744 for USA)
For Europe and Japan, this folder name will be different.
Europe is CUSA00265,

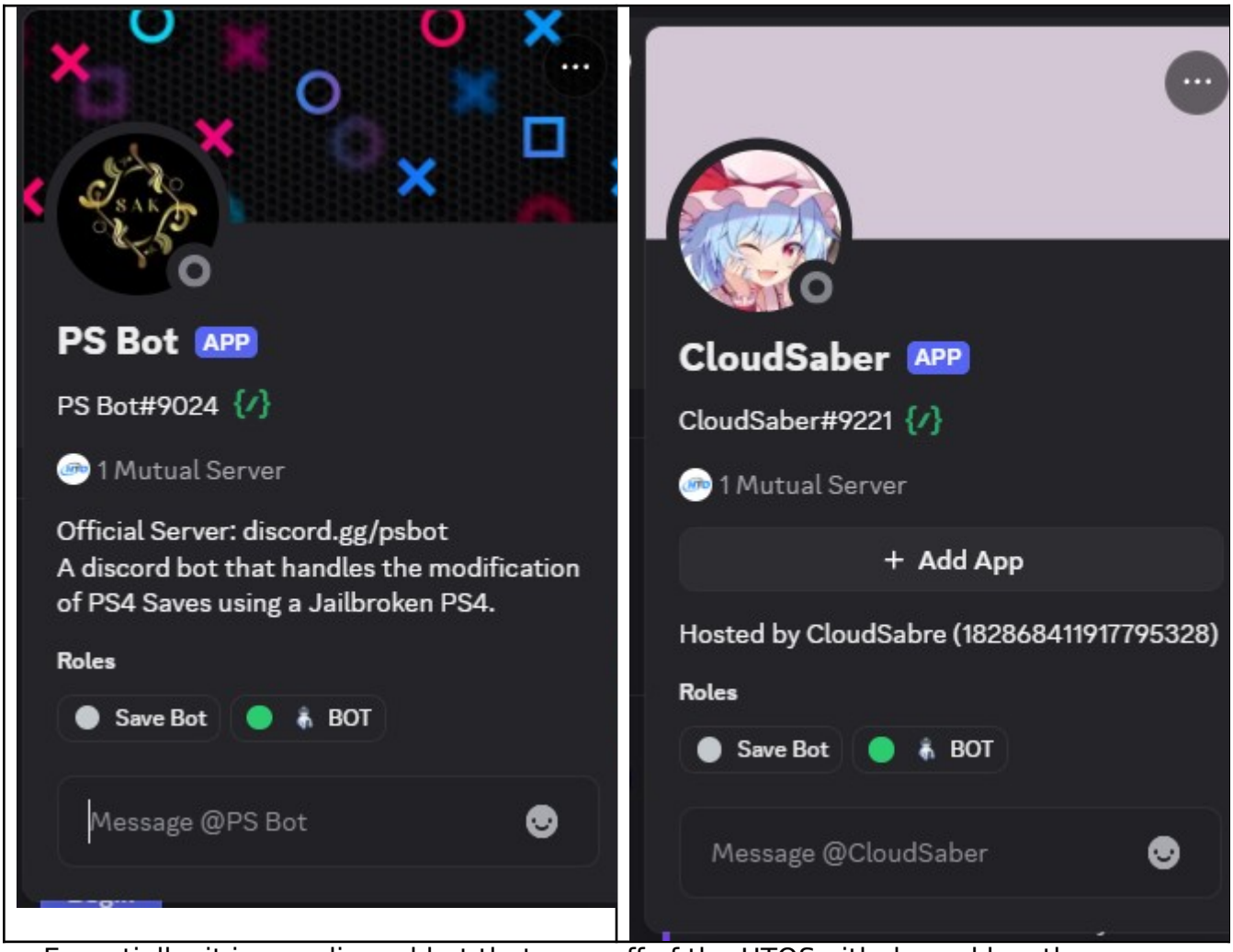
Japan is CUSA00283.



Step 6:
With your discord account, join https://discord.gg/BkJg6Z5XNR

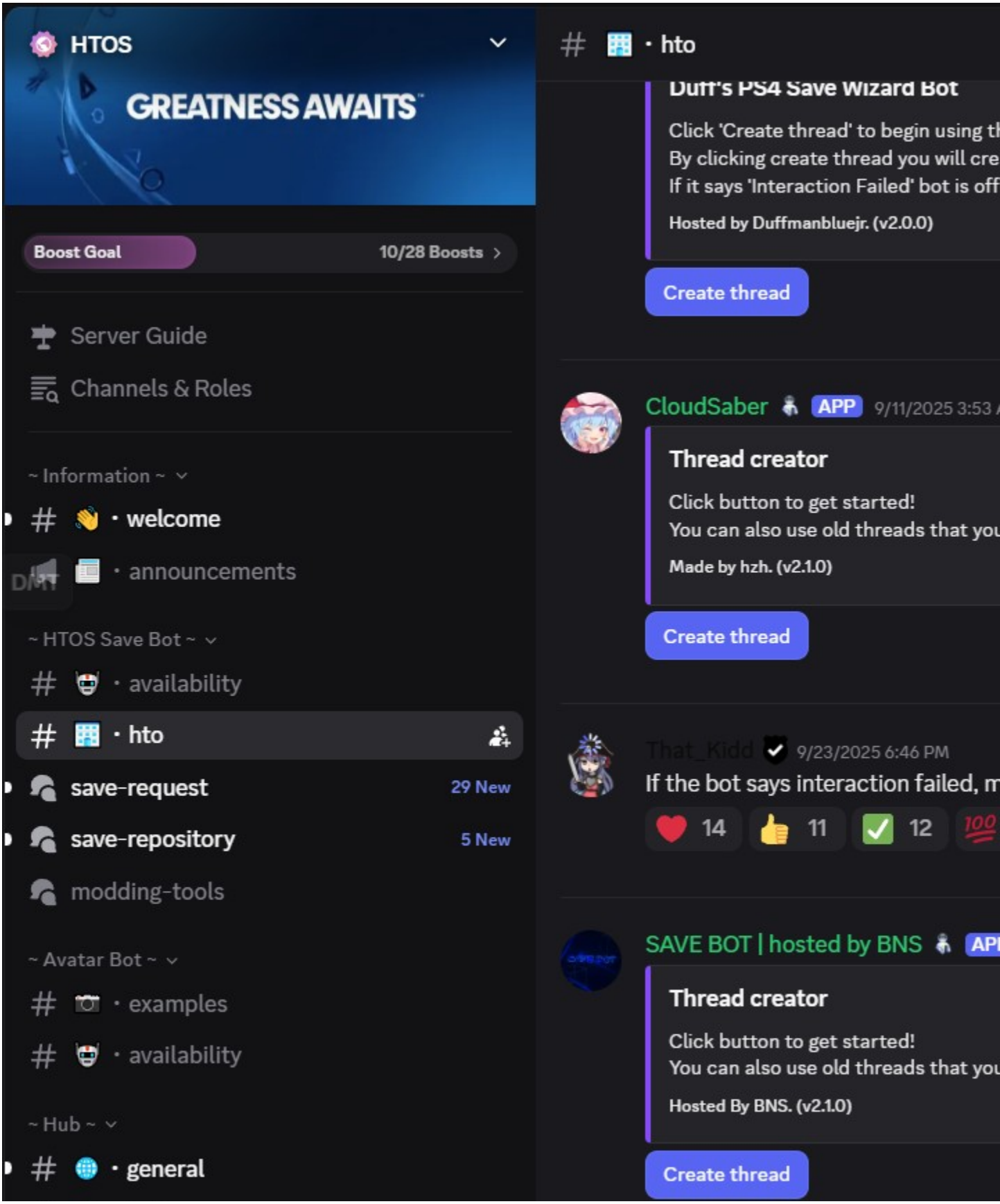
(You can use other discord bots for the decryption, but this one has /createsave, which you will need later)

The discord bots you can use for these operations are

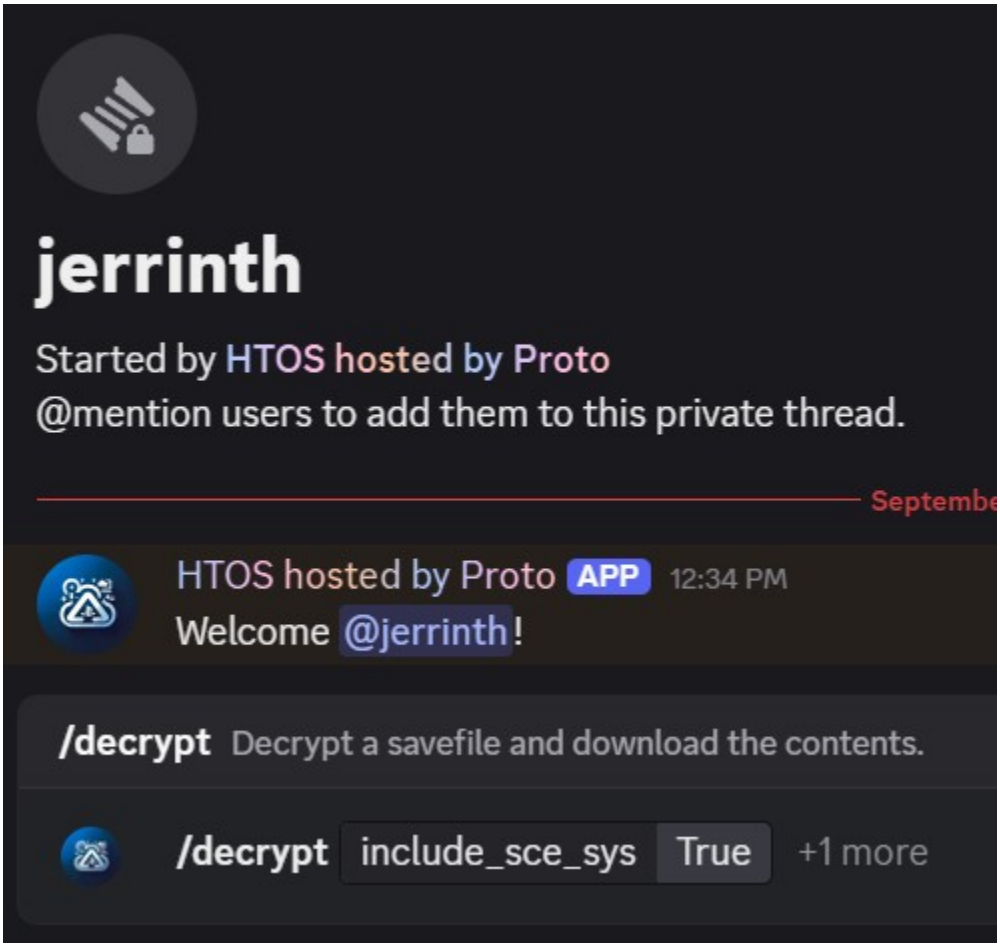


Essentially, it is any discord bot that runs off of the HTOS github, and has the command “/createsave”.
The rest of this guide will be showing a different bot.

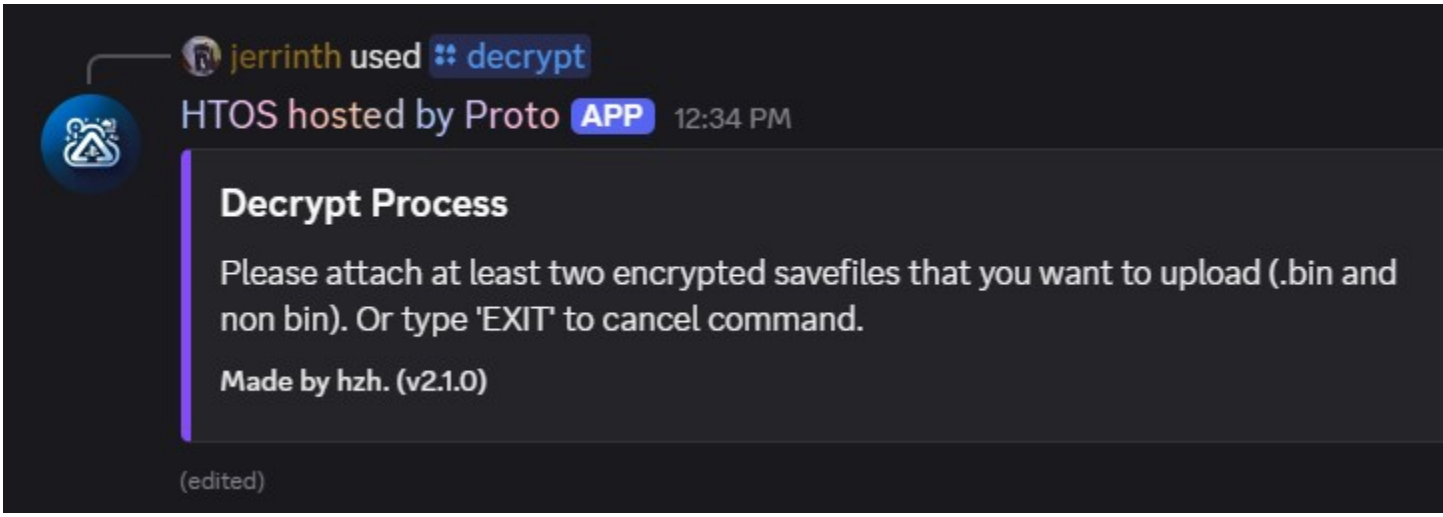
Go to #hto, and create a thread


HTOS
GREATNESS AWAITS
Boost Goal
10/28 Boosts
Server Guide
Channels & Roles
~ Information ~
welcome
announcements
~ HTOS Save Bot ~
availability
hto
save-request
29 New
save-repository
5 New
modding-tools
~ Avatar Bot ~
examples
availability
~ Hub ~
general
hto
Duff's PS4 Save Wizard Bot
Click 'Create thread' to begin using th
By clicking create thread you will cre
If it says 'Interaction Failed' bot is off
Hosted by Duffmanbluejr. (v2.0.0)
Create thread
CloudSaber
APP
9/11/2025 3:53
Thread creator
Click button to get started!
You can also use old threads that you
Made by hzh. (v2.1.0)
Create thread
That_Kidd
9/23/2025 6:46 PM
If the bot says interaction failed, m
14
11
12
SAVE BOT | hosted by BNS
APP
Thread creator
Click button to get started!
You can also use old threads that you
Hosted By BNS. (v2.1.0)
Create thread

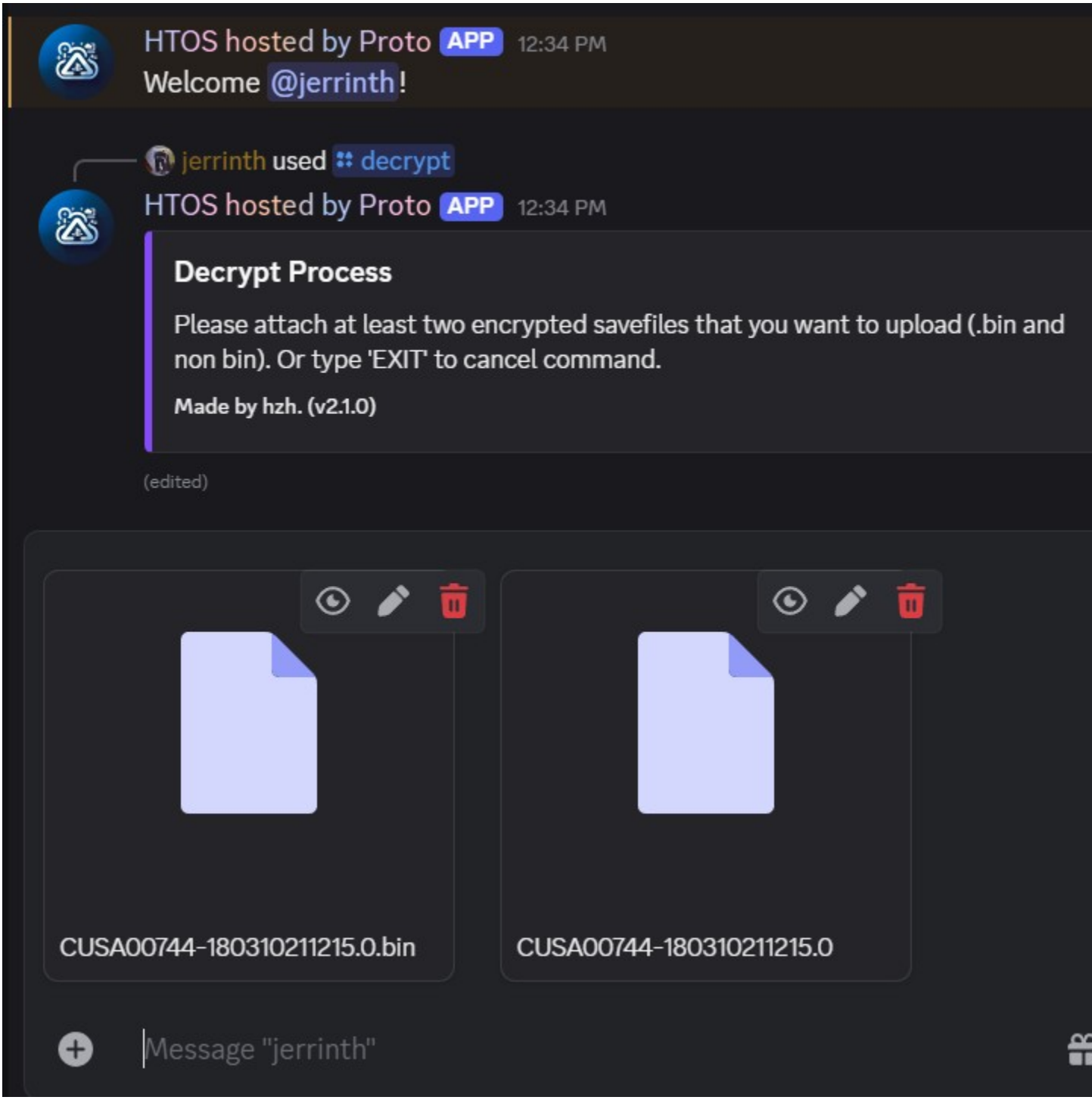
The first command you will do is this.


jerrinth
Started by HTOS hosted by Proto
@mention users to add them to this private thread.
HTOS hosted by Proto APP 12:34 PM
Welcome @jerrinth!
/decrypt Decrypt a savefile and download the contents.
/decrypt include_sce_sys True +1 more

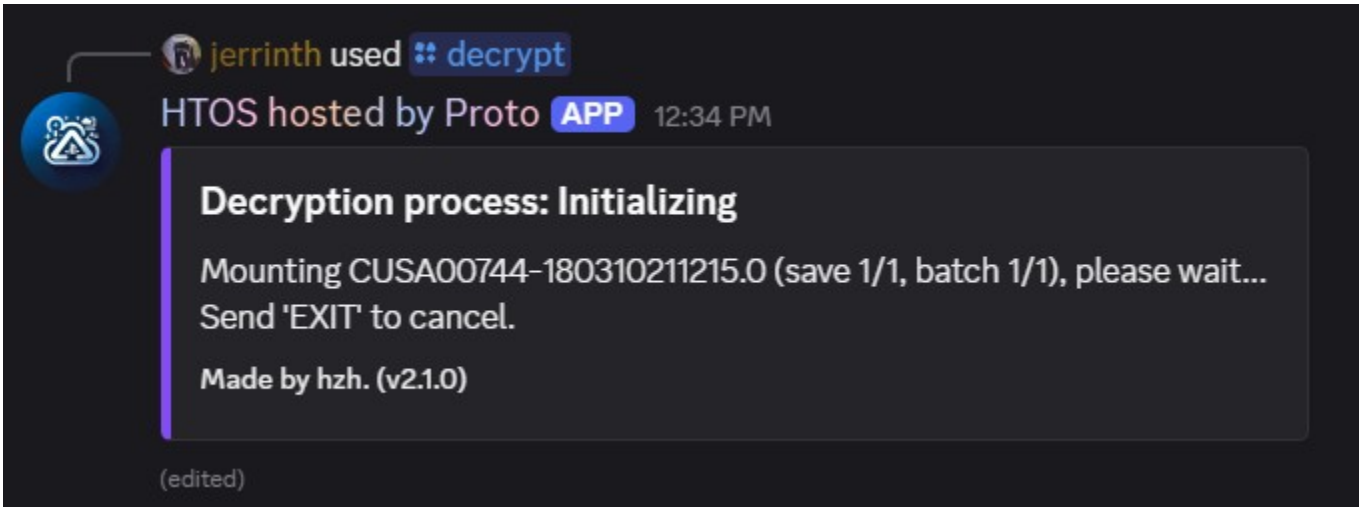
Its response will look like this.


jerrinth used decrypt
HTOS hosted by Proto APP 12:34 PM
Decrypt Process
Please attach at least two encrypted savefiles that you want to upload (.bin and non bin). Or type 'EXIT' to cancel command.
Made by hzh. (v2.1.0)
(edited)

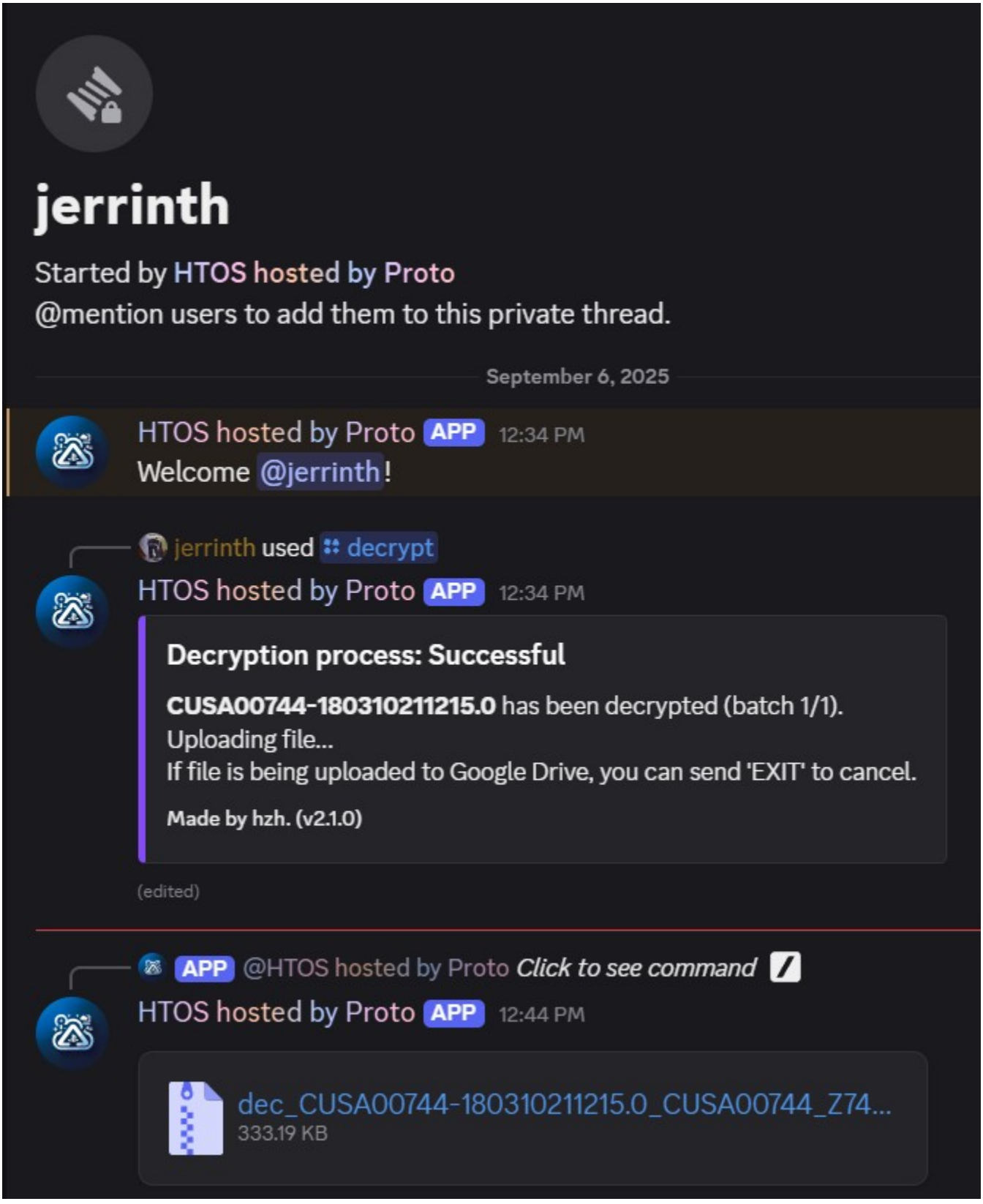
Supply the bot with a single save file, as so


HTOS hosted by Proto APP 12:34 PM
Welcome @jerrinth!
jerrinth used decrypt
HTOS hosted by Proto APP 12:34 PM
Decrypt Process
Please attach at least two encrypted savefiles that you want to upload (.bin and non bin). Or type 'EXIT' to cancel command.
Made by hzh. (v2.1.0)
(edited)
CUSA00744-180310211215.0.bin
CUSA00744-180310211215.0
Message "jerrinth"

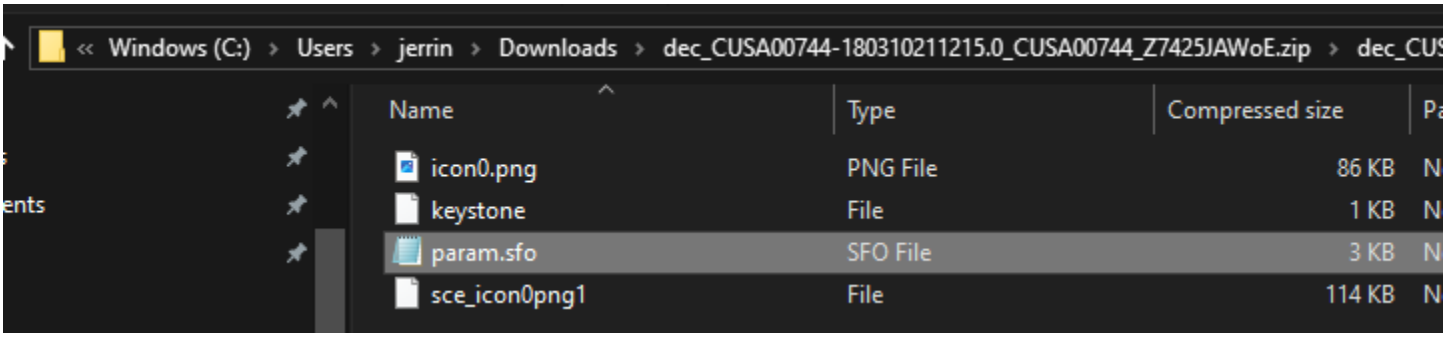
It should upload the files to it, and it may take a while to do it


jerrinth used decrypt
HTOS hosted by Proto APP 12:34 PM
Decryption process: Initializing
Mounting CUSA00744-180310211215.0 (save 1/1, batch 1/1), please wait...
Send 'EXIT' to cancel.
Made by hzh. (v2.1.0)
(edited)

It will mount it, and eventually create a google drive link.
If the file it returns is small enough, it will send it as a file. Otherwise it will use Google Drive.

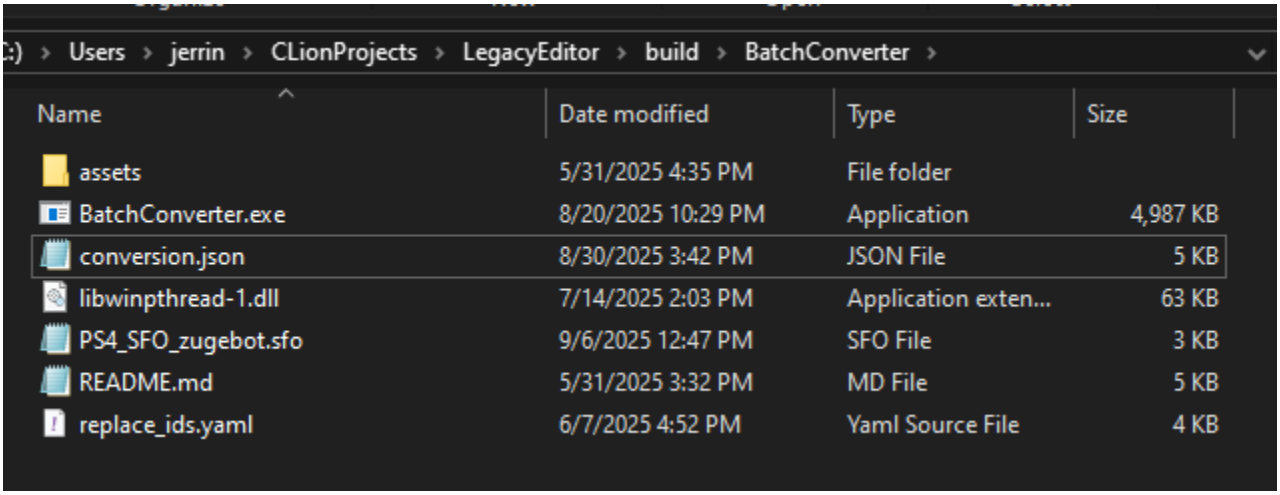

jerrinth
Started by HTOS hosted by Proto
@mention users to add them to this private thread.
September 6, 2025
HTOS hosted by Proto APP 12:34 PM
Welcome @jerrinth!
jerrinth used decrypt
HTOS hosted by Proto APP 12:34 PM
Decryption process: Successful
CUSA00744-180310211215.0 has been decrypted (batch 1/1).
Uploading file...
If file is being uploaded to Google Drive, you can send 'EXIT' to cancel.
Made by hzh. (v2.1.0)
(edited)
APP @HTOS hosted by Proto Click to see command
HTOS hosted by Proto APP 12:44 PM
dec_CUSA00744-180310211215.0_CUSA00744_Z74...
333.19 KB

Download this folder, unzip it.



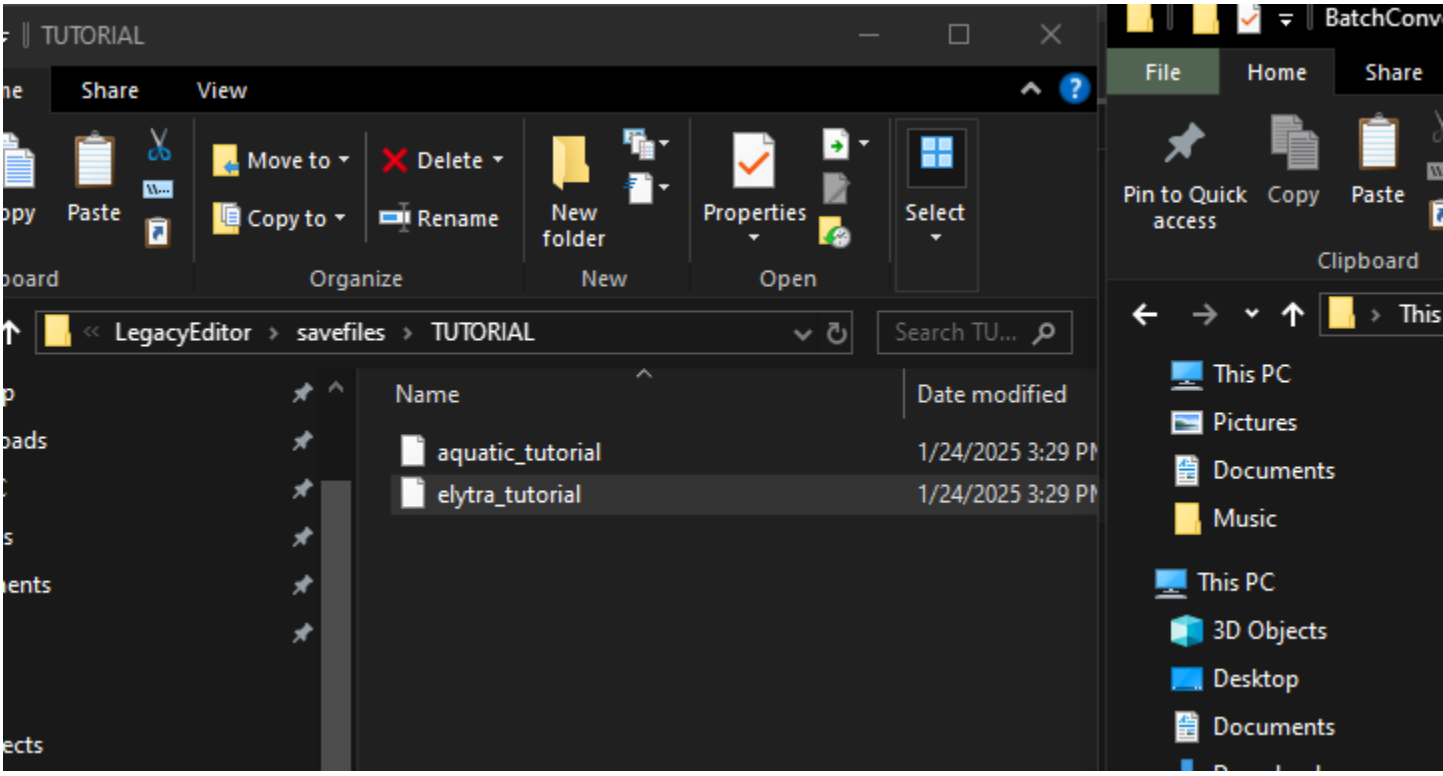
This is the file you need, the param.sfo.

Copy it somewhere safe you can keep track of it, for example, I named it “PS4_SFO_zugebot.sfo”
I would probably put it in the same folder as the executable “BatchConverter.exe”.



STEP 2: CREATING THE SAVE FILES

Drag the save that you want to convert onto “BatchCoverter.exe”



Enter the appropriate index to convert to PS4.

```
[#] Find the project here! https://github.com/zugebot/LegacyEditor
[#] Version: 1.3.1
[#] Supports reading  [ Xbox360, PS3, RPCS3, PSVITA, PS4, ShadPs4, WiiU/Cemu, Switch, Win
[#] Supports writing  [ -------  ---  RPCS3, PSVITA, ---, ShadPs4, WiiU/Cemu  Switch, ---

[*] Saves Detected:
  [1, wiiu] C:\Users\jerrin\CLionProjects\LegacyEditor\savefiles\TUTORIAL\elytra_tutorial

[*] Select a target console (supported for writing):
  [1] WiiU/Cemu
  [2] PS Vita
  [3] Rpcs3
  [4] Ps4
  [5] ShadPs4
  [6] Switch
[→] Enter index: 4
```

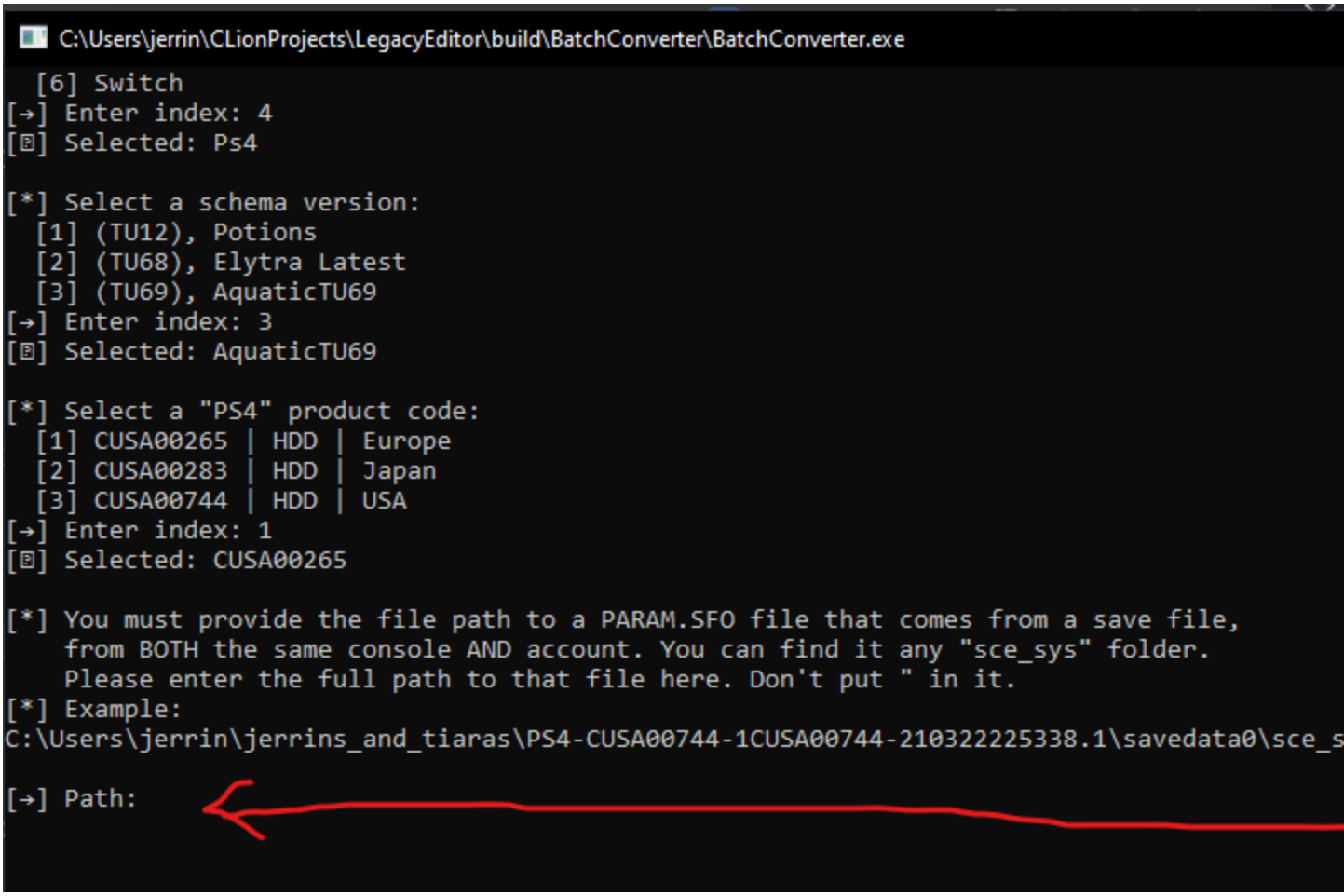
Pick the update version you want the save file to be. Just pick TU69 or whatever the bottommost option is to convert it to latest.

```
[*] Select a schema version:
  [1] (TU12), Potions
  [2] (TU68), Elytra Latest
  [3] (TU69), AquaticTU69
[→] Enter index: 3
```

Choose the game product code that is correct for your game’s region.

```
[*] Select a "PS4" product code:
  [1] CUSA00265 | HDD | Europe
  [2] CUSA00283 | HDD | Japan
  [3] CUSA00744 | HDD | USA
[→] Enter index: 1
```

It will now ask for the param.sfo that you obtained earlier. You can either type the full file path to the SFO, or drag and drop the file onto the terminal.


C:\Users\jerrin\CLionProjects\LegacyEditor\build\BatchConverter\BatchConverter.exe
[6] Switch
[→] Enter index: 4
[] Selected: Ps4
[*] Select a schema version:
[1] (TU12), Potions
[2] (TU68), Elytra Latest
[3] (TU69), AquaticTU69
[→] Enter index: 3
[] Selected: AquaticTU69
[*] Select a "PS4" product code:
[1] CUSA00265 | HDD | Europe
[2] CUSA00283 | HDD | Japan
[3] CUSA00744 | HDD | USA
[→] Enter index: 1
[] Selected: CUSA00265
[*] You must provide the file path to a PARAM.SFO file that comes from a save file,
from BOTH the same console AND account. You can find it any "sce_sys" folder.
Please enter the full path to that file here. Don't put " in it.
[*] Example:
C:\Users\jerrin\jerrins_and_tiaras\PS4-CUSA00744-1CUSA00744-210322225338.1\savedata0\sce_s
[→] Path:

```
[*] You must provide the file path to a PARAM.SFO file that comes from a save file,
    from BOTH the same console AND account. You can find it any "sce_sys" folder.
    Please enter the full path to that file here. Don't put " in it.
[*] Example:
C:\Users\jerrin\jerrins_and_tiaras\PS4-CUSA00744-1CUSA00744-210322225338.1\savedata0\sce_

[→] Path: C:\Users\jerrin\CLionProjects\LegacyEditor\build\BatchConverter\PS4_SFO_Hysick-
```

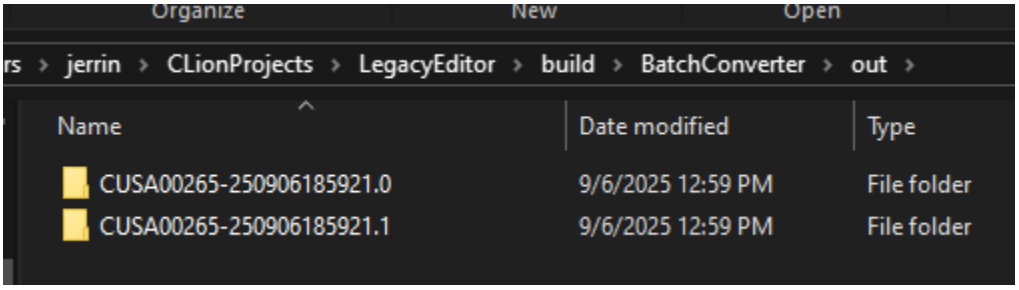
Answer the rest of the questions as you please, and if the conversion is successful, the end of the file should look like this.

```
[*] Conversion Paths:
[←] C:\Users\jerrin\CLionProjects\LegacyEditor\savefiles\TUTORIAL\elytra_tutorial
[→] C:\Users\jerrin\CLionProjects\LegacyEditor\build\BatchConverter\out\CUSA00265-2509061

[→] Press Ctrl + C to exit...
```

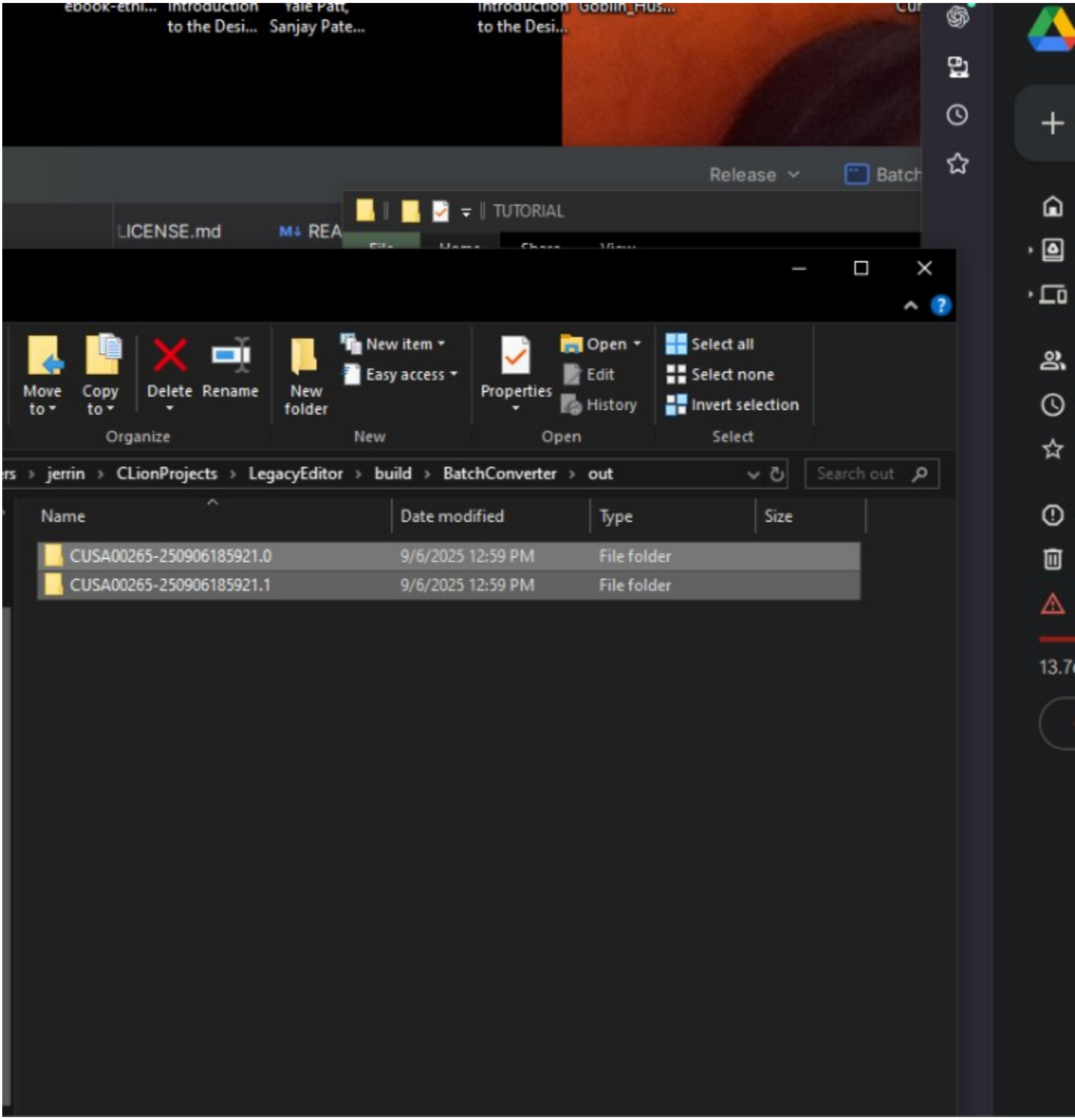
STEP 3A: UPLOADING AND BOT USAGE

Navigate to the “out” folder in the same directory as the “BatchCoverter.exe” file, and you should have folders named with the same ps4 region code that you chose. In my example, I get



The “.0” folder holds map items, players, structures, the THUMB file.
The “.N” where N != 0 hold all the region files. The larger the output save is, there may be more than a single extra folder. For example, my main PS4 world that is “large world size” with all chunks loaded makes 7 folders.

Now, you will upload these to Google Drive.
Drag all save folders the converter created into Google Drive. It does not matter where they are uploaded.



Now, go back to the discord bot.

STEP 3B: ENCRYPTING A SINGLE SAVE FOLDER

In the same channel as before, you will need to perform a series of commands for each separate folder of your save file, with the following command (replace FOLDER_NAME with the save file name, and PS4_USERNAME to be the name of your psn account you want to convert your save to.)

/createsave savename:FOLDER_NAME savesize_mb:64 playstation_id:PS4_USERNAME ignore_secondlayer_checks:True

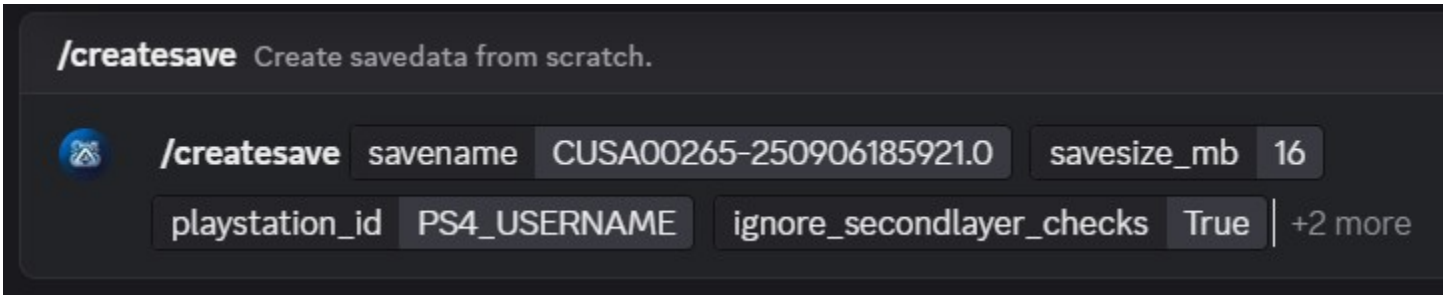
In our example, we will need to perform the commands (we will use the username “Hysick-”)

1. /createsave savename:CUSA00265-250906185921.0 **savesize_mb:16** playstation_id:PS4_USERNAME ignore_secondlayer_checks:True
2. /createsave savename:CUSA00265-250906185921.1 **savesize_mb:64** playstation_id:Hysick- ignore_secondlayer_checks:True

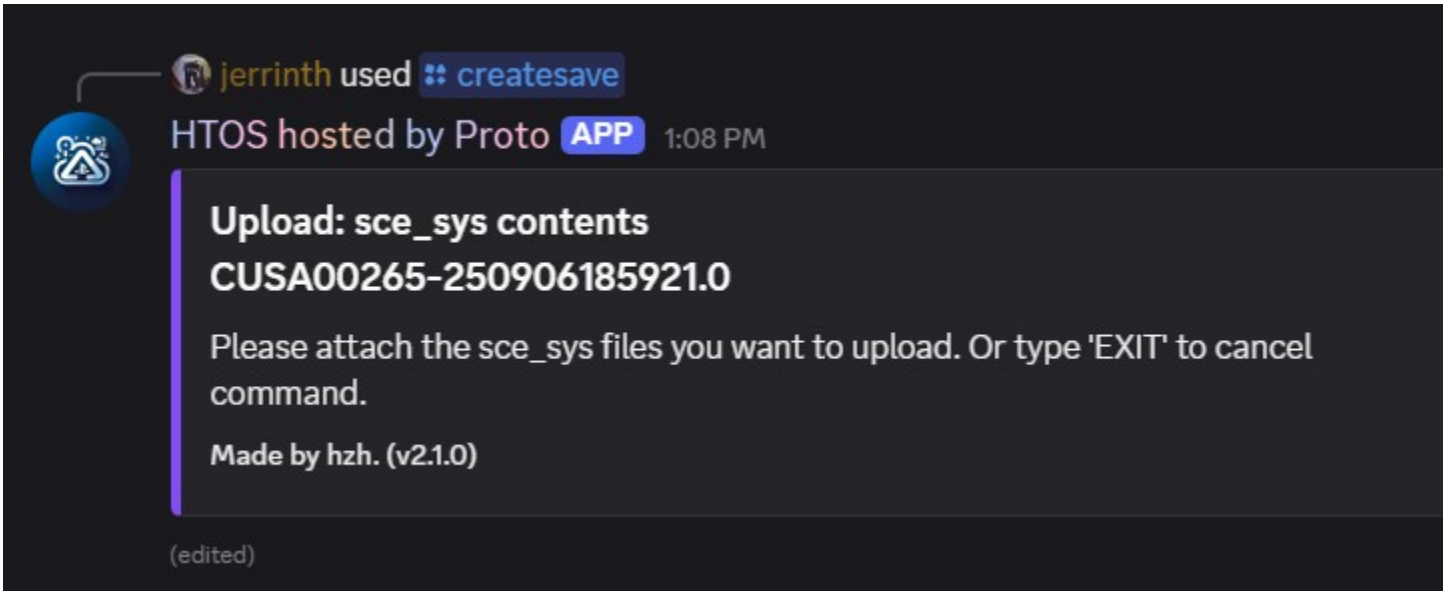
IT IS IMPORTANT that the .0 folder has the **savesize_mb:16**,
and all the others (.1+) are **savesize_mb:64**.

I will now explain the steps you must perform for each folder that is created.
If you do not have a PS4 username, or want to use the hex variant of the ID, put “User1” and it will prompt you for that hex value.

Do the command.

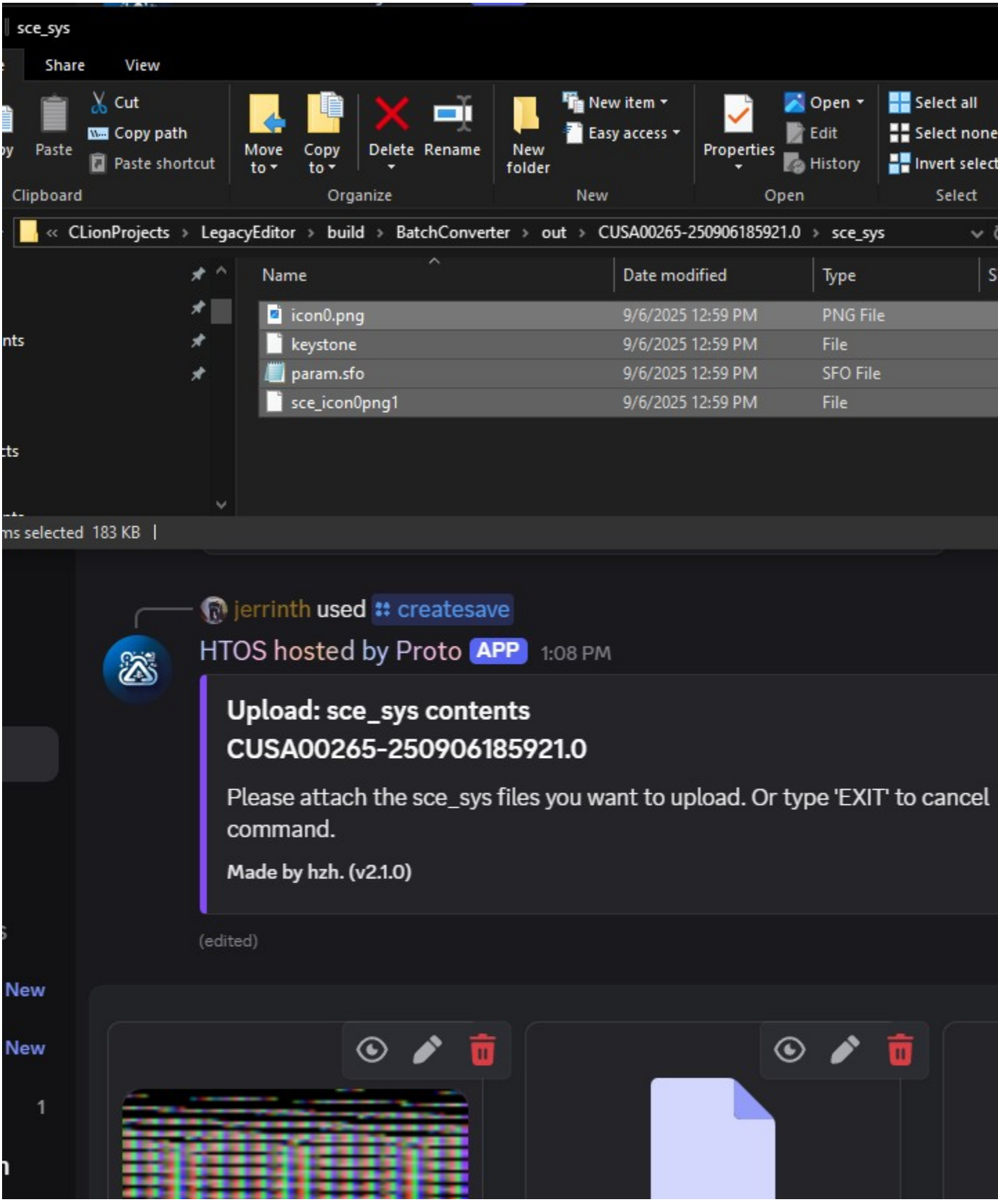

/createsave Create savedata from scratch.
/createsave savename CUSA00265-250906185921.0 savesize_mb 16
playstation_id PS4_USERNAME ignore_secondlayer_checks True +2 more

It will ask for these sce_sys files.

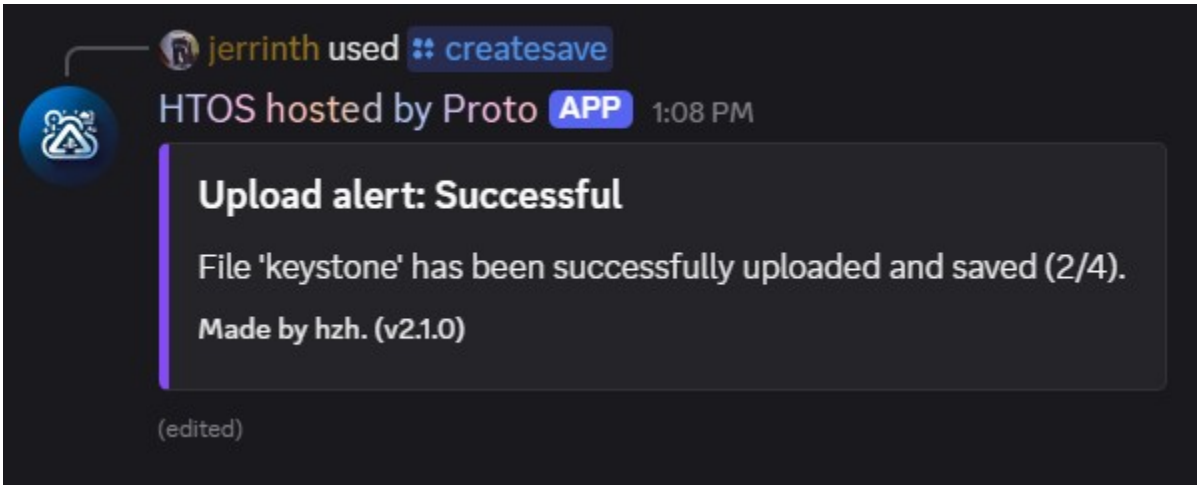

jerrinth used createsave
HTOS hosted by Proto APP 1:08 PM
Upload: sce_sys contents
CUSA00265-250906185921.0
Please attach the sce_sys files you want to upload. Or type 'EXIT' to cancel command.
Made by hzh. (v2.1.0)
(edited)

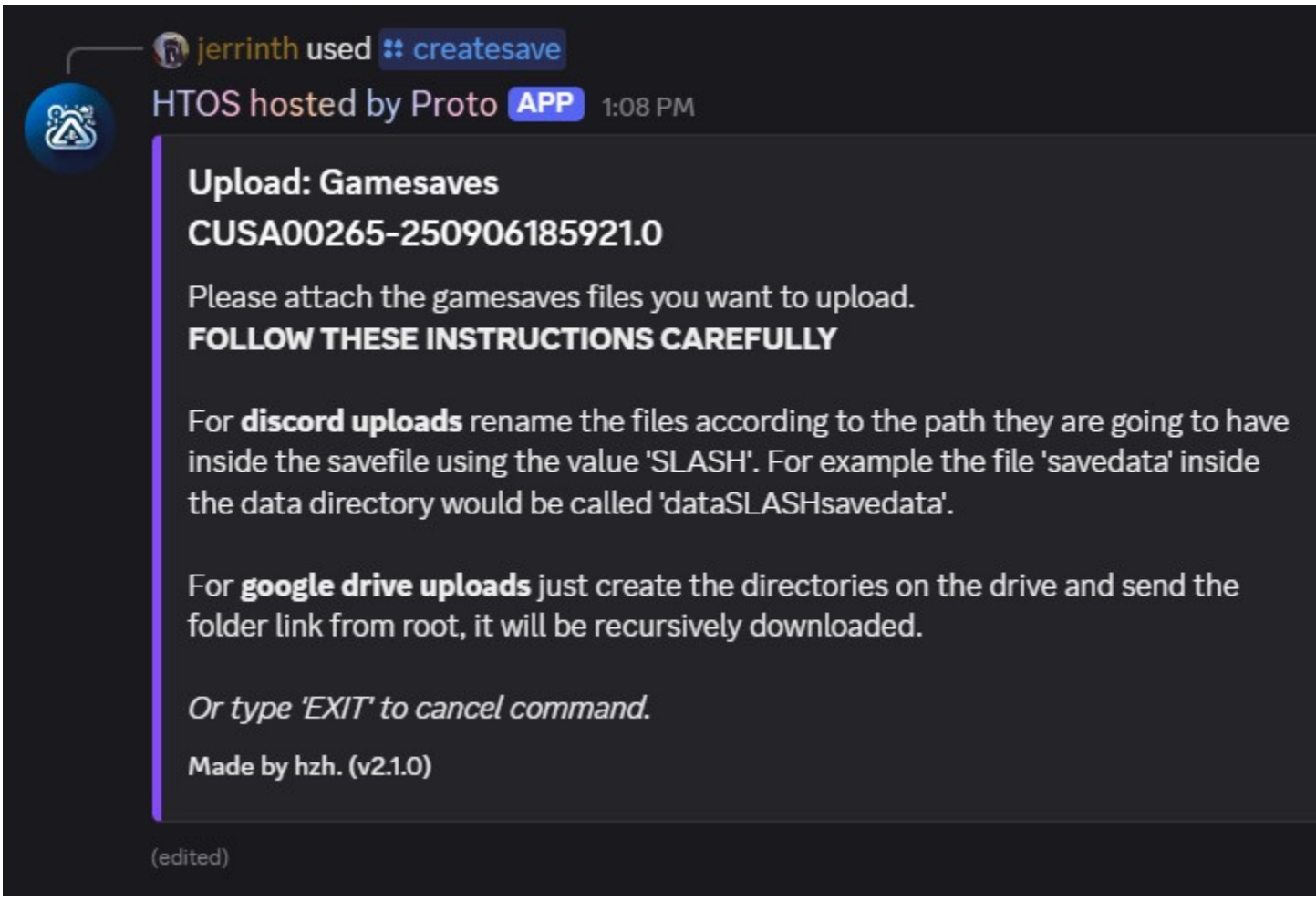
Navigate into the appropriate folder, and upload the 4 files inside the sce_sys folder

to the bot.

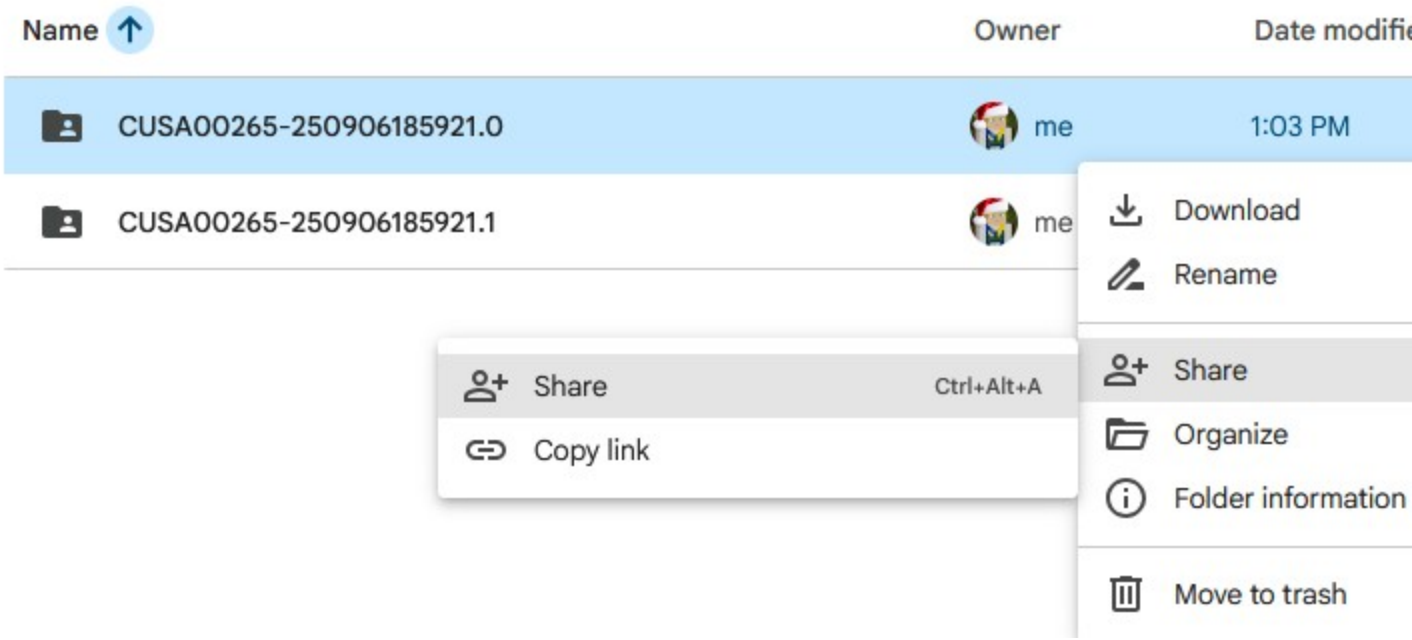

sce_sys
Share
View
Cut
Copy path
Paste shortcut
Paste
Move to
Copy to
Delete
Rename
New folder
New item
Easy access
Properties
Open
Edit
History
Select all
Select none
Invert select
Clipboard
Organize
New
Open
Select
« CLionProjects › LegacyEditor › build › BatchConverter › out › CUSA00265-250906185921.0 › sce_sys
Name
Date modified
Type
icon0.png 9/6/2025 12:59 PM PNG File
keystone 9/6/2025 12:59 PM File
param.sfo 9/6/2025 12:59 PM SFO File
sce_icon0png1 9/6/2025 12:59 PM File
ms selected 183 KB
jerrinth used createsave
HTOS hosted by Proto APP 1:08 PM
Upload: sce_sys contents
CUSA00265-250906185921.0
Please attach the sce_sys files you want to upload. Or type 'EXIT' to cancel command.
Made by hzh. (v2.1.0)
(edited)
New
New

It will start to upload them. Now, you will get this response when its finished uploading the files.

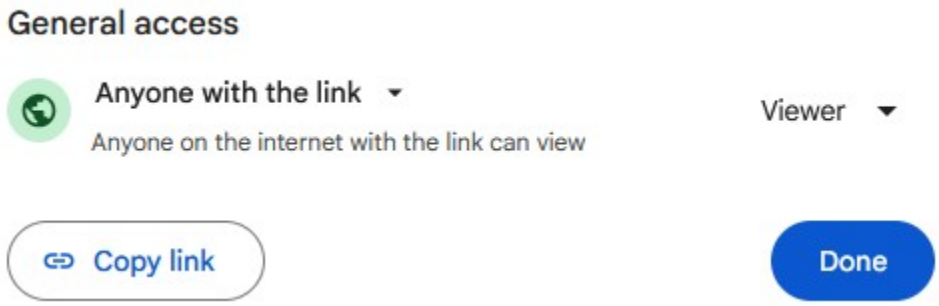

jerrinth used createsave
HTOS hosted by Proto APP 1:08 PM
Upload alert: Successful
File 'keystone' has been successfully uploaded and saved (2/4).
Made by hzh. (v2.1.0)
(edited)


jerrinth used createsave
HTOS hosted by Proto APP 1:08 PM
Upload: Gamesaves
CUSA00265-250906185921.0
Please attach the gamesaves files you want to upload.
FOLLOW THESE INSTRUCTIONS CAREFULLY
For discord uploads rename the files according to the path they are going to have inside the savefile using the value 'SLASH'. For example the file 'savedata' inside the data directory would be called 'dataSLASHsavedata'.
For google drive uploads just create the directories on the drive and send the folder link from root, it will be recursively downloaded.
Or type 'EXIT' to cancel command.
Made by hzh. (v2.1.0)
(edited)

Go to google drive, right click the folder triple dot icon, and navigate to share.



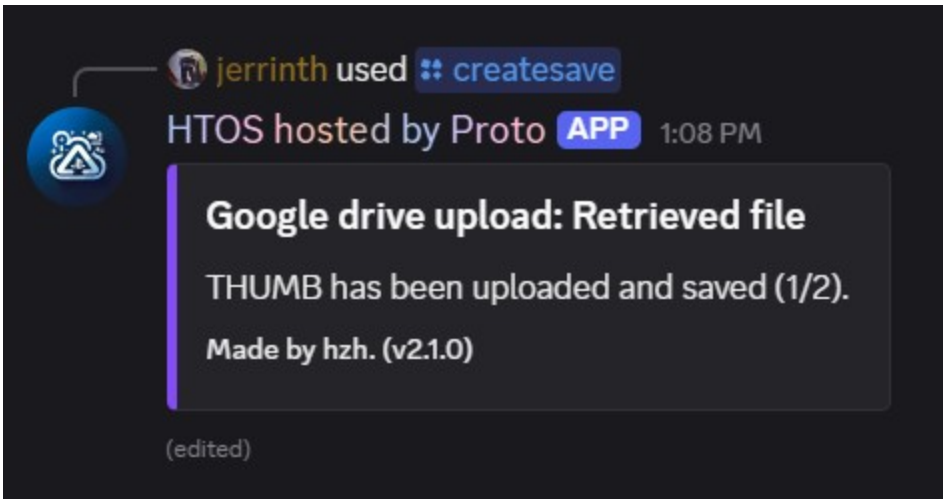
Make sure it is sent to viewer, click “Copy Link”, then click done.



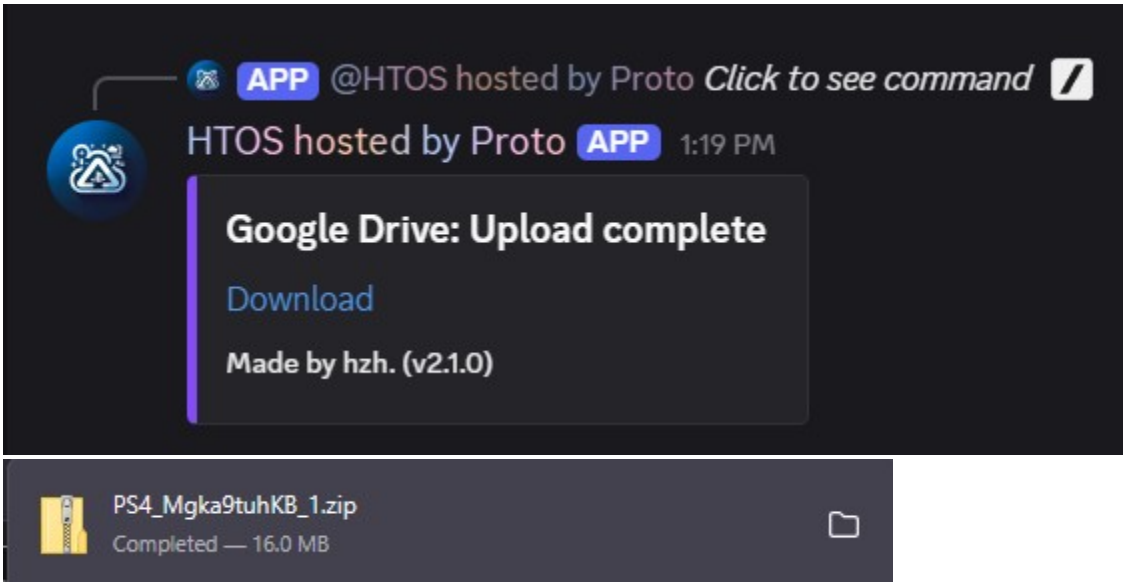
Go back to the discord bot, and send the single google drive link.

After sending the link, it should go through some steps to create the save file. It may take a while.
The bot is downloading all the files from google drive, uploading them to a modded ps4, mounting the files, and then encrypting them with the username you provided. Afterwards, it will upload the file to Google Drive, and give you a link to the file. Be sure to download the file it provides! The bot should ping you when the encryption

and upload is finished.

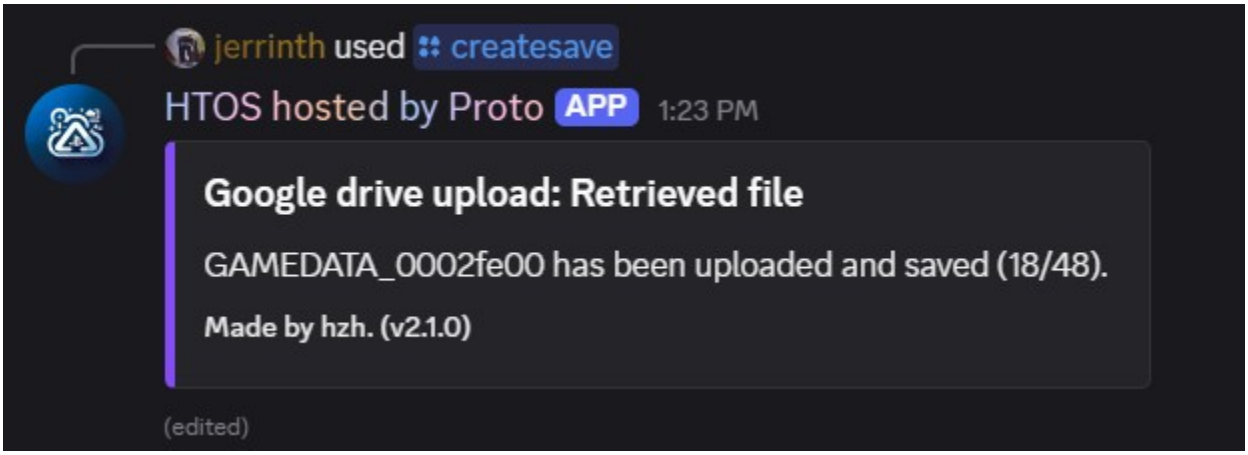

jerrinth used createsave
HTOS hosted by Proto APP 1:08 PM
Google drive upload: Retrieved file
THUMB has been uploaded and saved (1/2).
Made by hzh. (v2.1.0)
(edited)

Download the file.


APP @HTOS hosted by Proto Click to see command
HTOS hosted by Proto APP 1:19 PM
Google Drive: Upload complete
Download
Made by hzh. (v2.1.0)
PS4_Mgka9tuhKB_1.zip
Completed — 16.0 MB

You will need to repeat **STEP 3B** for every single folder the converter created. It is tedious.

For the rest of the folders that do not end with .0, they will most likely take LONGER for the bot to convert for they hold the majority of the world data. Remember that the rest of the arguments must be savesize_mb:64.


jerrinth used createsave
HTOS hosted by Proto APP 1:23 PM
Google drive upload: Retrieved file
GAMEDATA_0002fe00 has been uploaded and saved (18/48).
Made by hzh. (v2.1.0)
(edited)

Cemu (WiiU Emu)

Current Guides

1. Save Info

Cemu Save Info

General Information

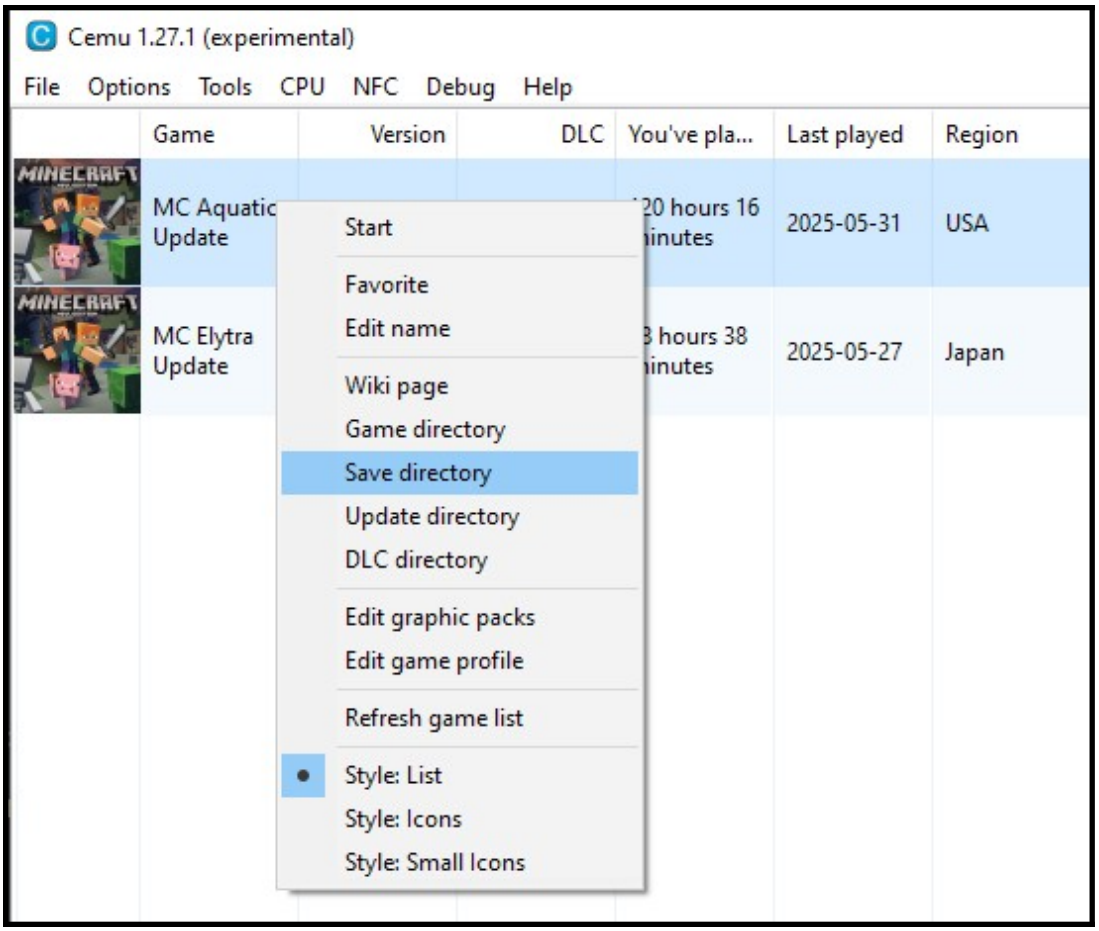
Written by: jerrinth

Each world is two separate files.
A file named with ONLY a number, like “250528060224”,
And then a file named “250528060224.ext”.

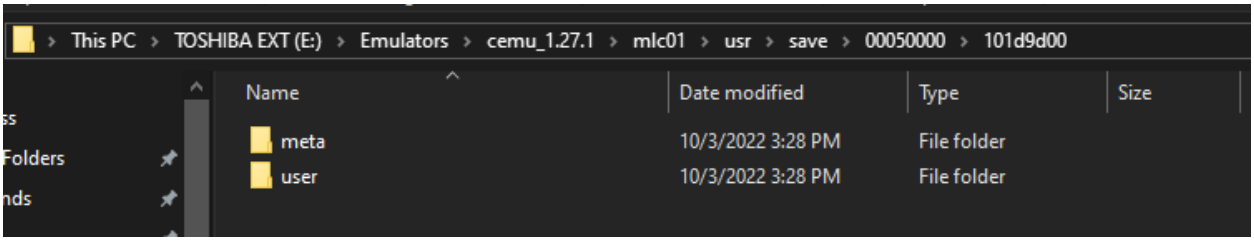
“250528060224”: main GAMEDATA
“250528060224.ext”: main DISPLAY INFO

Locating Saves

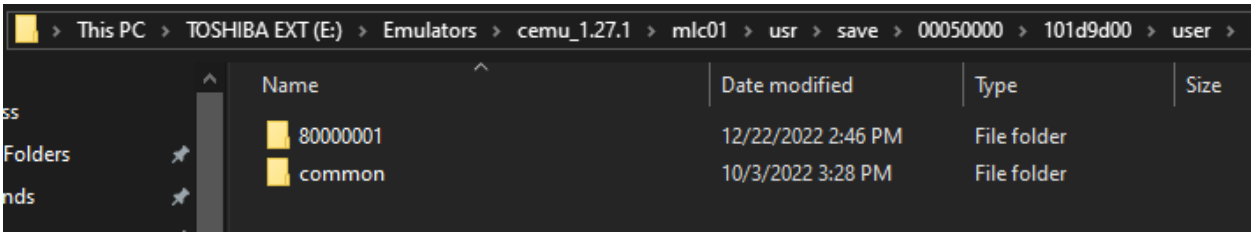
Open Cemu emulator.
Right click the minecraft version, and click “Save directory”



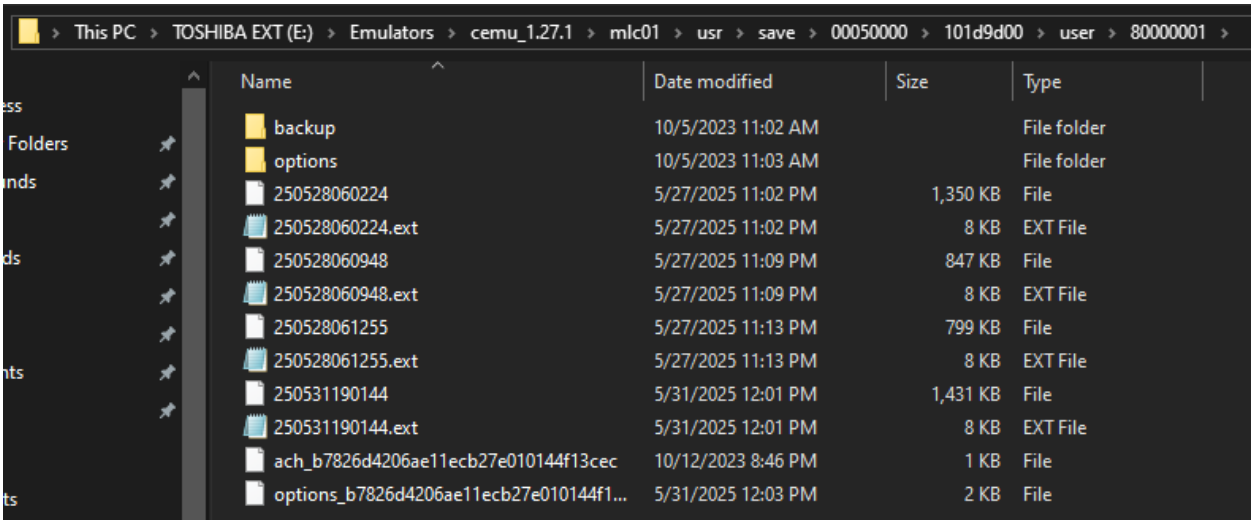
It will put you here:



Click “user”



Click “80000001”



These are where the saves are located!

Switch

Current Guides

1. Save Info

Switch Save Info

Switch saves are split into 3 separate files.

1. .sub folder: region data
2. .dat file: main GAMEDATA
3. .ext file: main DISPLAY INFO